

Based on J.R.R. Tolkien's MIDDLE-EARTH™ as detailed in THE HOBBIT™ and THE LORD OF THE RINGS™.

Lost Realm of CARDOLAN™



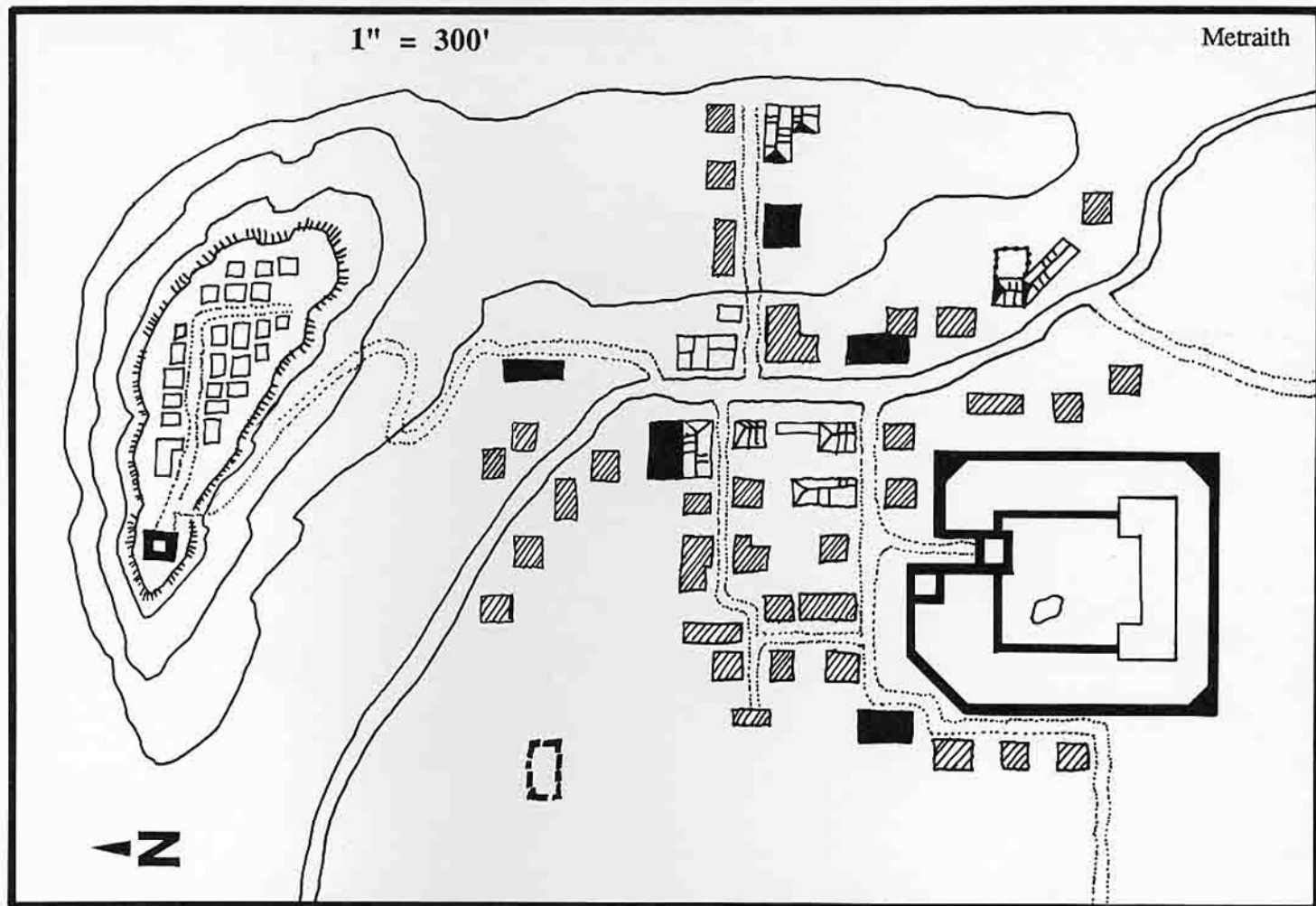
The Kingdom of Cardolan encompasses all of the lands between the Rivers Brandywine, Greyflood, and Hoarwell. For a time, Cardolan stood at the forefront of resistance to the forces of the Witch-king, mounting campaigns against his Orcs, Trolls, and Easterlings. Those were the days of the Royal Army. Now only mercenaries and adventurers remain to block the advance of Darkness. The conflict rages on, but it is a war of pillaging, burning crops, and inconclusive sieges; war with little honor and no glory.

EXPLORE:

- THARBAD, greatest surviving work of the Númenóreans
- LOND DAER ENEDH, Aldarion's ancient seaport
- BARAD GIRITHLIN, mighty tower of the Great Houses of Cardolan

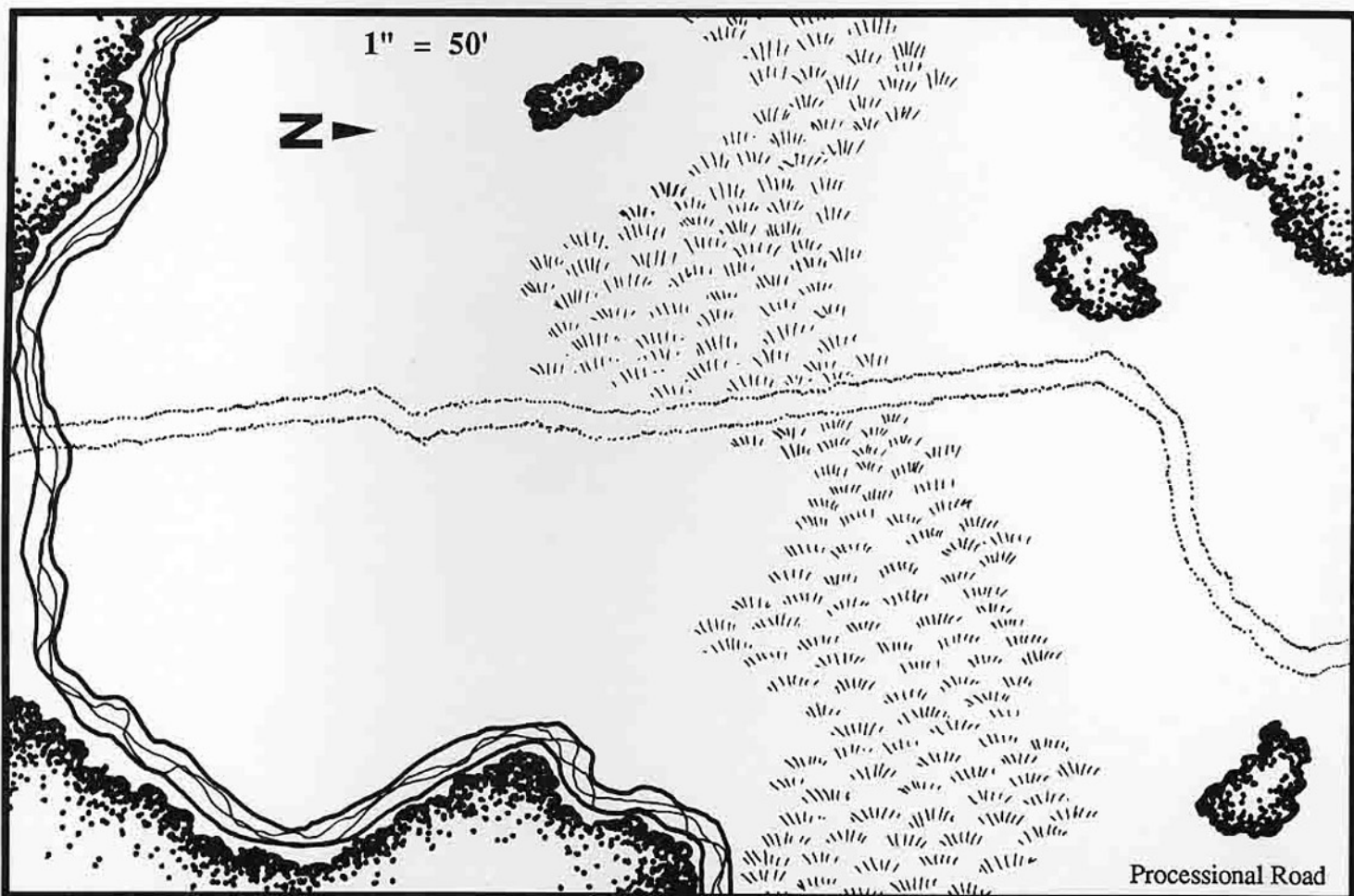
1" = 300'

Metraith



1" = 50'

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Processional Road

THE LOST REALM OF CARDOLAN™

1.0 GUIDELINES

1.1 DEFINITIONS AND TERMS	2
1.11 Abbreviations	2
1.12 Definitions	2
1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN	3
1.3 CONVERTING STATISTICS	4
1.31 Converting Hits and Bonuses	4
1.32 Converting Statistics for Any Major FRP System	4
1.33 Converting Stats	4
1.34 Converting Combat Abilities	4
1.35 Converting Spells & Spell Lists	5
1.36 A Note on Levels	5
1.37 Skill Bonuses	5
1.38 Locks and Traps	5

2.0 INTRODUCTION

2.1 OVERVIEW	6
2.2 THE HISTORY OF CARDOLAN	6
2.3 CARDOLAN IN LATER TIMES	9
2.4 A BRIEF TIMELINE	9

3.0 THE LAND

3.1 GEOGRAPHY	12
3.2 CLIMATE	14

4.0 CARDOLAN'S ECOLOGY

4.1 FLORA	15
4.2 FAUNA	15
4.21 Predators	15
4.22 Herbivores	16
4.23 Birds and Flying Creatures	16
4.24 Reptiles	17
4.25 Domestic Animals	17

5.0 PEOPLES & CULTURES

5.1 DÚNEDAIN OF CARDOLAN	18
5.2 ERIADORANS	18
5.3 CLANSMEN OF SARALAINN	19
5.4 COMMON FOLK	20
5.5 TRIBESMEN	20
5.6 OTHER RACES OF CARDOLAN	20
5.61 Northmen	20
5.62 Hobbits	21
5.63 The Beffraen	21
5.64 Wandering Elves	21
5.7 RELIGION	21

6.0 POLITICS AND POWER

6.1 GOVERNMENT	22
6.2 WARCRAFT	24
6.21 The Warrior Classes	24
6.22 The Mercenary Companies	25
6.3 THE POLITICAL SITUATION	26
6.4 THE ECONOMY	27
6.5 THE INSTITUTIONS	28
6.51 The Guilds of Tharbad	28
6.52 Fairs and Festivals	29

7.0 PEOPLE OF NOTE

7.1 THE PRINCES OF CARDOLAN	30
7.2 NORTHERN CARDOLAN	31
7.3 SOUTHERN CARDOLAN	32
7.4 THARBAD	33
7.5 MERCENARY CAPTAINS	34

8.0 THARBAD

8.1 OVERVIEW	34
8.2 THE CITY PLAN	34

9.0 LONDDAERENEDH

9.1 VINYALONDË	35
9.2 LOND DAER	35
9.3 THE RUINS OF LOND DAER	37
9.31 Area Map: Lond Daer Ruins	37
9.32 Area Map: Vinyalondë Ruins	37
9.33 Minas Iaur	37
9.34 Minas Mellon	39
9.35 Tiras Formen	40
9.36 Aldarion's House	41

10.0 SUDÚRI AND THE TOWNS

10.1 SUDÚRI	43
10.2 THE TOWNS	43

11.0 FORTRESSES

11.1 THE ARGOND	44
11.2 BARAD GIRITHLIN	46

12.0 OTHER SITES

12.1 OLD PALACE AT THALION	48
12.2 CREB DURGA	49

13.0 ADVENTURES

13.1 HUNT FOR THE WARLORD	53
13.2 A BLOW FOR PEACE	54
13.3 THE MITHRIL ROOM	55
13.4 TREACHERY	56
13.5 CARAVANS, GARDENS, AND TWO-LEGGED CURS	56
13.6 OTHER ADVENTURES	57

14.0 TABLES

14.1 MASTER ENCOUNTER TABLE	58
14.2 MASTER BEAST TABLE	59
14.3 MASTER MILITARY TABLE	60
14.4 MASTER NPC TABLE	62

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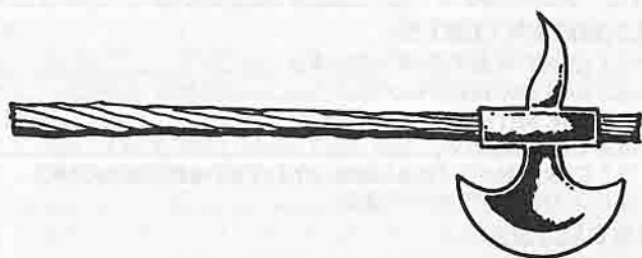
Smoke swirled across the fiery spring sky as the King's Men made their last stand. Cries of dying Orcs resounded like some hideous chorus, magnifying the terror that gripped the Barrow-downs. Cardolan's end was at hand.

His back to a Standing-stone, Ostoher surveyed the battlefield, all the while praying to Varda for salvation. His loyal warriors seemed hopelessly outnumbered, despite the fact that they had slaughtered a hundred score of the Witch-king's minions. Daylight was too far away.

Rogrog had struck at midnight, allowing the Cardolani no time to dress, much less prepare an adequate line of defense. King Ostoher fought without pants, or a shirt, or even padding beneath his enchanted breastplate. He cursed himself for his lack of foresight, for he had never expected the Nazgûl's Warlord to force march in the early evening. As he turned toward a noise, he uttered: "Why must these noble souls pay for my confusion?"

Ostoher brought his great-sword down, sweeping through the first of a pair of attacking Orcs. He moved left and felled another with a mighty blow that cleaved the beast's iron helmet.

Then, through the black smoke, he spotted the huge shadow of his enemy. The King turned again, pressing against the cold Stone that guarded his ancestors. As the Troll closed, he uttered his last oath: "My blood may color this grassy hill tonight, but the Spirits of the Edain shall sleep undisturbed."



1.0 GUIDELINES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story which is never short of adventure. They help create a new land and strange new tales.

This series is designed as a tool for Gamemasters (GMs) who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. The adventure modules are complete and ready-to-run studies of very specific areas, and are intended to be used with a minimum of additional work. Each has statistical information based on the *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

PROFESSOR TOLKIEN'S LEGACY

Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper view; instead, we hope to give the reader the thrust of the creative processes and the character of the given area.

Remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth. These modules are derived from *The Hobbit* and *The Lord of the Rings*, although they have been developed so that no conflict exists with any of the other sources.

1.1 DEFINITIONS AND TERMS

These abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

GAME SYSTEMS

MERP *Middle-earth Role Playing*

RM *Rolemaster*

CHARACTER STATS

Ag Agility(**RM/MERP**)

Me Memory(**RM**)

Co Constitution(**RM/MERP**)

Ig Intelligence(**MERP**)

St Strength(**RM/MERP**)

Re Reasoning(**RM**)

PR Presence(**RM/MERP**)

Em Empathy(**RM**)

It(In) Intuition(**RM/MERP**)

Qu Quickness(**RM**)

Sd Self Discipline(**RM**)

GAME TERMS

AT Armor Type

Lvl Level (exp. or spell level)

bp bronze piece(S)

MA Martial Arts

cp copper piece(s)

Mod Modifier or Modification

Crit Critical strike

mp mithril piece(s)

D Die or Dice

NPC Non-player Character

D100 Percentile Dice Result

OB Offensive bonus

DB Defensive Bonus

PC Player Character

FRP Fantasy Role Playing

PP Power Points

GM Gamemaster

R or Rad Radius

gp gold piece(s)

Rnd or Rd Round

ip iron piece(s)

RR Resistance Roll

jp jade piece(s)

Stat Statistic or Characteristic

tp tin piece(s)

MIDDLE-EARTH TERMS

A Adûnaic

Kh Khuzdul (Dwarvish)

BS Black Speech

LoTR ... *The Lord of the Rings*

Cir Cirth or Certar

Or Orkish

D Dunael (Dunlending)

Q Quenya

Du Daenael (Old Dunael)

R Rohirric

E Edain

Rh Rhovanion

El Eldarin

S Sindarin

Es Easterling

S.A Second Age

I.A First Age

Si Silvan Elvish

F.A Fourth Age

T.A Third Age

Hi Hillman

Teng ... Tengwar

H Hobbitish (Westron variant)

V Variag

Har Haradrim

W ... Westron (Common Speech)

Hob .. *The Hobbit*

Wo Wose (Druedain)

Kd Kuduk (ancient Hobbitish)

1.12 DEFINITIONS

The majority of unique terms from *The Hobbit* and *The Lord of the Rings* are described in the text.

Arnor: (S. "Land of the King" or "Royal Land.") Encompassing most of Eriador, Arnor is the northernmost of the two "Realms in Exile." It constitutes the North Kingdom, while Gondor — its sister land — is the South Kingdom. Founded by Elendil the Tall in S.A. 3320, Arnor is settled by the Faithful Númenóreans who fled the Downfall of Númenor. These Dúnedain dominate the indigenous Eriadoran groups until the collapse of the realm. In T.A. 861, Arnor splits into three successor states: Arthedain, Cardolan, and Rhudaur.

Arthedain: (S. "Realm of the Edain.") Originally the northwestern portion of Arnor, Arthedain is independent after T.A. 861. It survives as a Dúnedain realm until overrun by the forces of the Witch-king of Angmar in T.A. 1974. With its collapse, the last remnant of the Northern Kingdom passes into oblivion.

Arthedain's name is shared by its relatively uniform, albeit small, Adan (Dúnedain) population (sing. "Arthadan").

Baranduin: (S. "Long Gold-brown River;" W. "Brandywine.") A great stream fed by Lake Evendim (Nenuial) in Arthedain, the Baranduin winds across west-central Eriador and empties into the Belegaer north of the Rast Vorn (S. "Dark Cape") of Minhiriath. The Baranduin forms part of the western border of Cardolan.

Barrow-downs: (S. "Tyrn Gorthad.") An ancient burial ground, the Barrow-downs constitute the oldest and most revered of Adan gravesites. The grass-covered mounds contain royal passage-graves and surmount the wild fells of northwestern Cardolan.

Beffraen: A relatively primitive folk found in southern Minhiriath, the Beffraen are relatives of the Drúedain, or Woses, of Drúwaith Iaur (Old Púkel-land). Like the Hillmen of Rhudaur and the other foothill regions of the Misty Mountains, they are also descendants of the ancient folk known as the Mebion Bron.

Cardolan: (S. "Red-hill Land" or "Land of Red Hills.") The southernmost part of Arnor, Cardolan is a separate Dúnedan kingdom from T.A. 861 until T.A. 1409. It collapses under the weight of the Witch-king's Angmarim, and its last Ruling Prince perishes while fighting in the Barrow-downs, at the edge of the Old Forest.

Cardolan is the most densely populated area of old Arnor and contains sizable populations of Dunlendings, Eriadoran Northmen, and Dúnedain, as well as scattered groups of Beffraen.

Dúnedain: (S. "Edain of the West;" sing. "Dúnedan"). These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. The Dúnedain returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Valar's Undying Lands. As a result, Eru (the One) destroyed their home island in S.A. 3319. Those called the "Faithful" opposed the policies and jealous Elf-hatred that prompted this "Downfall." The Faithful were saved when Númenor sank, sailing east to northwestern Middle-earth. There they found the "Realms in Exile," the kingdoms of Arnor and Gondor.

The term Dúnedain refers to the Númenóreans and their descendants in Middle-earth, groups which possess considerable physical and mental strength, longevity, and a rich Elven-influenced culture. Adúnaic is their native language.

Dunlendings: (Dn. "Daen Lintis.") The Dunlendings are descendants of the Daen Coentis. A rugged race of Common Men, most migrated out of the White Mountains in the Second Age and settled in Eriador. Their largest concentration was in Dunland, in eastern Enedhwaith. Mostly mountain-dwellers or hill-loving herders, they are known by various names: Dunmen, Dunnish Folk, Dunlanders, Eredrim, the Hillmen of the White Mountains, etc.

Eriador: (S. "Empty Lands.") All of the territory north of the river Isen and between the Blue Mountains (S. "Ered Luin") and the Misty Mountains (S. "Hithaeglir"). Its northern boundary lies along the highland ridge that runs northwestward from Carn Dûm and reaches to the Ice Bay of Forochel. It includes the regions of Minhiriath, Eregion, Cardolan, Rhudaur, Arthedain, and (by most) Dunland, and Enedhwaith.

Greenway: (S. "Men Galen.") The section of the Old North Road between Bree and Tharbad, the Greenway cuts across Cardolan. It is so named because of the grass that grows between its paving stones.

Gwathló: (S. "Gwathir" or "River of Shadow;" W. "Greyflood;" A. "Agathurush.") The wide, slow-moving river that cuts through southeastern Eriador. Formed by the confluence of the rivers Mitheithel (Hoarwell) and Glanduin, it carries water southwestward into the Belegaer. The Gwathló separates Minhiriath from Enedhwaith (Enedwaith) and forms the long southeastern border of Cardolan. Both Tharbad and Lond Daer are situated on its banks.

Lond Daer: (S. "Great Haven.") Founded as Vinyalondë (Q. "New Haven") by Tar-Aldarion of Númenor in S.A. 777, Lond Daer was a great haven for the seafarers of Westemne. Its location between the ports of Lindon and the harbor at Edhellond (near Dol Amroth) gave birth to its other name: Lond Daer Enedh (S. "Great Middle Haven").

Metraith: (S. "Streetsend.") Often considered the capital, Metraith is a strategically-located town in central Cardolan. It stands at the crossroads of the Greenway and the Redway, by the royal hold at Thalion. (Metraith is also known as Thalion.)

Minhiriath: (S. "Between the Rivers.") The region of Eriador located between the rivers Gwathló and Baranduin, Minhiriath forms the south-western half of Cardolan.

Mitheithel: (S. "Pale-grey Spring" or "Grey Spring;" W. "Hoarwell.") The relatively narrow, swift-moving stream that rises in the Misty Mountains near the junction between the Ettenmoors and the Coldfells of Eriador. Cutting through Rhudaur, the Mitheithel slows and widens after its confluence with the Bruinen (Loudwater). It joins the Glanduin in the marshes of Swanfleet, giving birth to the Gwathló. and wide, slow-moving river that cuts through southeastern Eriador. The Mitheithel forms part of the northeastern border of Cardolan.

Old Forest: (S. "Taur Iaur.") The Old Forest lies in the northwestern corner of Cardolan, between the Barrow-downs (S. "Tyrn Gorthad") and the river Baranduin. The home of Tom Bombadil, it is a remnant of the ancient wood that once covered much of northwestern Endor.

Redway: (S. "Men Caran.") The Redway is named for the reddish paving stones that cover its surface. Beginning at the Sarn Ford on the Baranduin, it runs southeastward across western Cardolan and joins the Old North Road (Greenway) at Metraith (Thalion).

Rhudaur: (S. "East Wood;" D. "Place of Roaring Red-gold.") Easternmost of the three sections of Arnor, Rhudaur is the wildest, roughest, and least populated region in the North Kingdom. When Arnor is sundered in T.A. 861, Rhudaur becomes an independent realm. Its sparse Dúnedan aristocracy loses control of the kingdom in T.A. 1349, and during the following year Rhudaur goes to war with Cardolan and Arthedain. Although a distinct state until T.A. 1409, it is a subject-state of the Witch-king of Angmar for the last sixty years of its existence.

Sudúri: (S. "Lond Gwathló;" Q. "Mistalondë.") Port town on the lower Gwathló, upstream from the ruins of Lond Daer. After the fall of Cardolan, Sudúri becomes the principal town in the Kingdom of (the) Saralainn.

Tharbad: (S. "Crossing-way.") The fortified river-port that straddles the river Gwathló at the point where the Old North Road meets the Old South Road. Founded by the Númenóreans in the Second Age, it is the principal city in Cardolan.

1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease. (Note Section 1.32 for a handy conversion chart.) Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM or player should feel free to incorporate his/her own ideas into their game.

The following steps may be helpful when beginning to explore the region here described:

- (1) Read the entire module to get a flavorful idea of the region;
- (2) Reread the sections devoted to notes for the Gamemaster, and converting statistics for your game system;

- (3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the consideration involved with setting a campaign at any date other than that chosen here. ICE chose the mid-Third Age as a particularly exciting era, but you may enjoy another time even more;
- (4) Assemble any source materials you find necessary;
- (5) Research the period you have chosen and compose any outlines you need in addition to the material provided here;
- (6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle-earth;
- (7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.

1.3 CONVERTING STATISTICS

When using this supplement with your FRP campaign, be careful to note the character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome.

1.31 CONVERTING HITS AND BONUSES

- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found in this module.

1.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart to the right to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

1.33 CONVERTING STATS

Ten stats are used to describe each character detailed in the module. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

- 1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values

for those combinations of factors which contribute to a characteristic found in your system (e.g., dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g., you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: power, might, force, stamina, endurance, condition, physique, etc. Note that the vast majority of systems include strength as an attribute.

AGILITY: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, liveness, etc.

QUICKNESS: dexterity, speed, reaction ability, readiness, etc.

CONSTITUTION: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

SELF DISCIPLINE: will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.

EMPATHY: emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.

REASONING: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.

MEMORY: intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.

INTUITION: wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, presentiment, etc.

PRESENCE: appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

- 2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary.

1.34 CONVERTING COMBAT ABILITIES

All combat values are based on *MERP* or *Arms Law/Claw Law*. The following guidelines will also aid conversion.

- 1) *Strength and Quickness bonuses have been determined according to the table in 3.42 above. Note that the stats you are using and compute these bonuses using the rules under your system;*

1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	4	2

- 2) **Combat adds based on level** included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1/level for bards, monks and rangers. Simply take the level of the character, note his character class (or equivalent under your system), and compute any offensive bonuses (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.
- 3) If your system is based on **Skill Levels** (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37.

- 4) **Armor Types (AT)** are based on the following breakdown:

AT	Covering Description
1	Skin (or light/normal clothing)
2	Robes
3	Light Hide (as part of body, not armor)
4	Heavy Hide (as part of body, not armor)
5	Leather Jerkin (pliable leather)
6	Leather coat
7	Reinforced Leather Coat
8	Reinforced Full-Length Leather Coat
9	Leather Breastplate
10	Leather Breastplate and Greaves
11	Half-Hide Plate (as part of body, not armor)
12	Full-Hide Plate (as part of body, not armor)
13	Chain Shirt
14	Chain Shirt and Greaves
15	Full Chain
16	Chain Hauberk
17	Metal Breastplate
18	Metal Breastplate and Greaves
19	Half Plate
20	Full Plate

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

- 5) **Defensive bonuses** are based on the NPC's quickness bonus as computed on the table in 1.32. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.

1.35 CONVERTING SPELLS & SPELL LISTS

Spell references provided here are in the form of "lists," groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module.

Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

- 1) Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g., the "Fire Law" list indicates a preference for fire-oriented spells);

- 2) Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g., a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).
- 3) Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

1.36 A NOTE ON LEVELS

When using certain "level-systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiply the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

1.37 SKILL BONUSES

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: (a) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity; (b) a bonus of +5 is awarded for skill level one (a +30 increase); (c) for each skill level between one and ten an additional +5 bonus is applied; (d) for skill levels eleven through twenty the additional bonus is +2 (e.g., skill level nineteen yields +68); (e) for skill twenty-one through thirty an additional bonus of +1 per level is awarded (e.g., skill level twenty-eight yields +78); and (f) a bonus of +1/2 is given for each skill level above thirtieth level.

1.38 LOCKS AND TRAPS

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g., **Rolemaster**) or an additional subtraction or modification to the attempt roll.

In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how tricky it is relative to other devices and the PC's skills. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "-20" construct, but other factors (e.g., dark) make it harder to disarm.

These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from another well-lit trap which reads "sheer folly (-50)" (to disarm). The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

2.0 INTRODUCTION

Even as the Third Age drew to a close, many of the favorite tales spun in the cozy inns of the Shire revolved around the old Kings at Norbury away to the north. Only those Hobbits with a most peculiar interest in ancient lore, such as certain Bagginses, would recall that there once had been another Dúnadan King no farther away to the south. That yarn would have been laughed away, for in the wide lands between the Brandywine and the Greyflood there now lived only a few lonely men, outcast or crazed. Indeed, when the Fallohide brothers, Marcho and Blancho, had founded the Shire in T.A. 1601 the Kingdom of Cardolan (S. "Land of Red Hills") had been an expression only found on old maps. All that now remained of the efforts and accomplishments of generations of Men were the Wight-infested crypts in the Barrow-downs and the treacherous ruins of a great bridge at Tharbad. Even the Wise had consigned Cardolan to dusty and forgotten tomes. Only Tom Bombadil remembered:

Sheep were bleating in flocks. Green walls and white walls rose. There were fortresses on the heights. Kings of little kingdoms fought together, and the young Sun shone like fire on the red metal of their new and greedy swords. There was victory and defeat; and the towers fell, fortresses were burned, and the flames went up into the sky. (LoTRI, 141.)

This is their tale, that of the Dúnadan Princes of the lost realm of Cardolan.

2.1 OVERVIEW

Cardolan comprises all of the lands between the two great rivers of Eriador, the Baranduin and the Gwathló/Mitheithel extending out into the En Eredoriath, the great central plain. The traditional northern boundary of Cardolan was the Men Rhúnen, the East Road. Although the climate is fair, only a small portion of the lands are notably fertile. When Cardolan has prospered it has been because of the Gwathló, the Ramsir (S. "River-road"), that provides the easiest communications between Eriador and the rest of Middle-earth.

The center of this commerce is the great city of Tharbad, the self-proclaimed Queen of the North. Tharbad was raised above the fenlands that surround it through the efforts of generations of the Men of Westergesse, dating back to the first tower raised by Tar-Aldarion in S.A. 880. The results have the immense dike that protect the city from the spring floods, the raised causeway of the Greenway that links Eriador and Gondor by land, and the wondrous bridges that span the Gwathló. The last expansion of Tharbad came shortly after the Division of Arnor in T.A. 861. Siege, civil strife, fire, plague, and flood have seriously diminished Tharbad from its days of glory, but its industries and strategic location ensure that Tharbad will not be soon forgotten.

The Men Caran (S. "Redway") and Iaur Men Formen (S. "Old North Road") linking Tharbad with Arthedain conveniently divides Cardolan into two geographic districts: Minhiriath (S. "Land of the Streams") to the southwest, and Mintynath (S. "Land of the Downs") to the northeast. The latter is home to the hills that give country its name, but both are treeless and desolate, with an austere beauty. The fertile farmlands that once fed most of the north are concentrated in south central Cardolan. Cardolan is currently divided into seven principalities, the traditional number that dates back to the warrior Kings of the ancient Eriadorans. These include the Kingdom of Saralainn, the Hírdyr (S. "Lord-lands") of Girithlin and Tyrn Gorthad, the Domain of the Warlord, the lands of the Irnil (S. "Princes") of Tinarë and Calantir, and the Cantons of Feotar. In addition the Beffraen of Rast Vorn and the Eriadorans of

Pinnath Ceren pay scant attention to their nominal lords. In theory Gondor holds stewardship over Tharbad until the restoration of the Dúnadan Kingdom; in practice the city is ungovernable, or Gondor would rule all of Cardolan.

It seemed in the early seventeenth century that Cardolan might be recovering from the ravages of the early 1400s. These hopes were dashed when Argil, now called the Last Prince, was assassinated at Amon Sûl in T.A. 1634, and by the Great Plague that struck in the following year. The influx of southern refugees has done much to restore the physical losses of the Plague, but the hope of the peoples of Cardolan seems to have been broken and there seems little will to oppose the decline of the lands into chaos, then wilderness, as has already occurred in eastern Mintynath.

Life is hard and unforgiving for the majority of the peoples of Cardolan. For those with ambitions, or a strong sword arm, or a lack a scruples, it is a time of considerable opportunity. The Princes of Cardolan are almost always at war with at least one of their fellows or, if not, they are in league against foreign intervention. Only the elite mercenary bands are picky about references, a luxury that merchants and minor lords cannot afford. Sell-swords are noted for low pay and a high mortality rate, so many adventurers are drawn into the constant political intrigues, or into the exploration and plundering of the many ruins that dot the land. The more powerful may entertain lofty dreams for there is the example of Gordaigh Trollbane, who won himself a Kingdom. There are also considerable opportunities for those who temper their quest for glory with higher purposes. The Witch-king maintains many agents in Cardolan, and the foul Lord of Angmar has generally been able to strike at will. His mightiest servant is the noxious Warlord whose demise few who would lament.

2.2 THE HISTORY OF CARDOLAN

The first persons to enter the lands of Cardolan were the ancestors of the Beffraen who came early in the First Age. They fled to the coast when the ancestors of both the Dúnedain and the Eriadorans arrived in the middle years of the Age. The untutored and quarrelsome Northmen slowly built up a relatively advanced forest society led by brash warrior Kings. These little Kingdoms at first profited from their distant cousins, the Númenórean sailors, traders, and teachers who returned to the coast of Middle-earth. As Númenor gradually fell into darkness, its inhabitants came increasingly for tribute and to seize the woods needed for their fleets. There were increasingly bitter wars between the Eriadorans and Númenóreans that greatly contributed to the destruction of the primordial forest that had once covered all of Cardolan.

The Númenóreans came as colonists as well as conquerors. They began construction of the havens at Lond Daer and Tharbad before the wars and a few venturesome persons settled permanently, though more of the most loyal of the Faithful only passed through on their way to the lands that would become Arthedain. Lond Daer was often wrecked by great storms, so Tharbad became the chief city of the region, and the original settlers slowly prospered and grew. Their leaders were granted wide but ill defined lands and wider and even less defined powers by the ineffectual Ar-Sakalthor in 3304 S.A., the origin of the Princes of Cardolan.

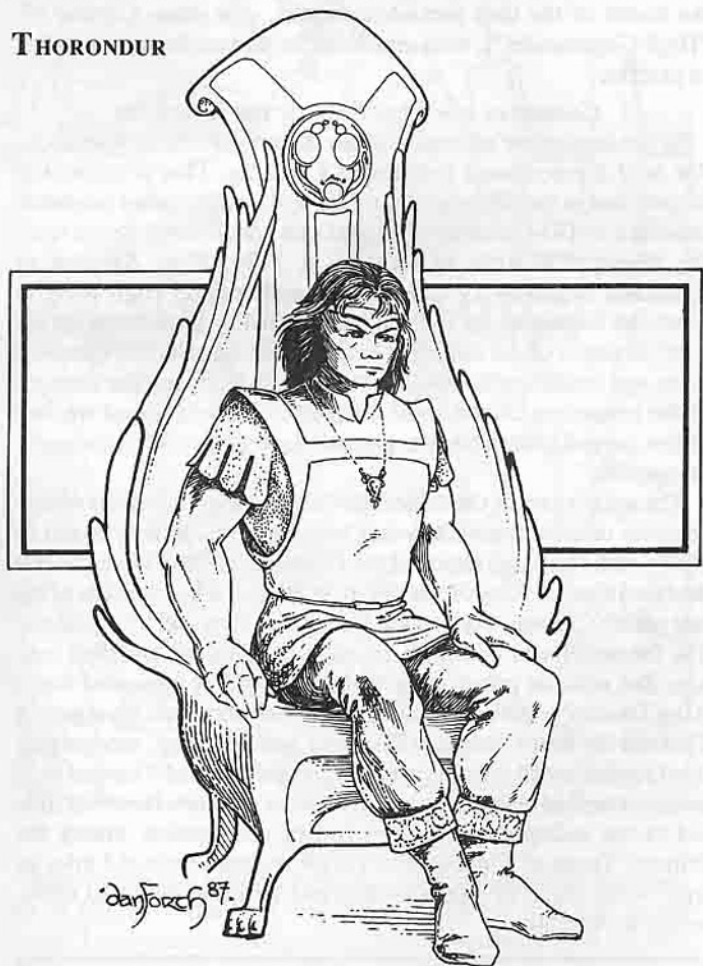
ARNOR

Northwestern Endor was considered a dull backwater by the later Númenóreans, and the later Faithful emigrants usually headed for the more pleasant lands around Pelargir. Thus the colonists in Cardolan played little part in the conflicts between the King's Men and the Faithful, Númenor and Sauron, and Ar-Pharazôn the Golden and the Valar — that is until Elendil the Tall and his four storm-tossed ships, filled with many of the remaining

Faithful of Númenor, arrived at the mouth of the Baranduin. Although the old colonists easily surpassed the native peoples, their achievements paled in comparison to the arts and technology of the seat of the Dúnadan domain in drowned Númenor, so when Elendil of the Line of Elros Tar-Minyatur (the founder of Númenor) arrived there was no objection to his creation of the Kingdom of Arnor.

The first years of Arnor were a time of growth, as the Exiles sought to assuage their grief through great labors: including the reconstruction of the highways into paved roads, the construction of many towers, and the daunting task of bridging the Gwathló at Tharbad. However, Sauron soon struck at Elendil's sons Isildur and Anarion in their Kingdom of Gondor. Elendil joined with Gil-galad, High King of the Elves, in the War of the Last Alliance that ultimately defeated the master of Evil, albeit at great loss. The forces of Arnor took particularly heavy losses, and the few and slowly multiplying Dúnedain of the North never recovered.

THORONDUR



The early Third Age was generally a glad if quiet time in Arnor. The Dúnedain of Cardolan gradually came to resent their Princes' lack of influence at the court, which was dominated by the Great Families of the Exiles and consequently perceived a neglect of their interests. Still, except for tensions within the Royal House itself the realm was never in danger of collapse. King Eärendur, the tenth King of Arnor, had three sons but he loved best his second son Eldacar. Eldacar was better known by his eponym, Thorondur (S. "Dark Eagle"), for he was surpassingly mighty in mind and body even by the standards of the Dúnedain. Eärendur would have passed the scepter to Thorondur, but his Lords would not permit this. Thorondur was also a man of surpassing pride who refused to accept the overlordship of his elder brother, Amlaith (whom he

regarded as a spastic jackass). Eärendur finally decided to divide the realm on his death, and his third son, Aldarion, was awarded the dubious honor of ruling the wild lands of eastern Arnor as the Kingdom of Rhudaur.

THE KINGDOM OF CARDOLAN

Thorondur quickly gained popularity in Cardolan by easing restrictions on trade. His major program of public works, especially rebuilding the walls of Tharbad, stimulated the economy. Problems soon arose though because Eärendur's will had specified that the borders of all three of the new Sister Kingdoms met at Weathertop (Amon Sûl). The citadel atop Amon Sûl was the strongest fortress in Eriador, and also contained the most powerful of the northern Palantíri (S. "Seeing-stones"). Eventually a treaty establishing joint use of the Stone and rotating garrisons was made but tensions remained high.

The first conflict between the Sister Kingdoms came when the hapless Aldarion sought to re-establish Arnor after his elder brothers died. This ended in the farcical Battle of Nen-i-Sûl, an engagement beside the small river that runs from Amon Sûl to the Mitheithel where most of the troops refused to fight. This was a perilous precedent, however, for in 1084 the Twelve Years War began. Sides shifted, but most often Arthedain and Rhudaur contested Cardolan's attempts to possess Amon Sûl. The war was indecisive, but its expenses and those of Thorondur's building projects caused a depression in Cardolan.

King Tarandil of Cardolan reorganized his realm and brought it to its height of power. He reduced the power of the Irnil, reducing their authority by making them Hiri (S. "Lords") and establishing a national army paid by land grants. More importantly, Tarandil disestablished the traditional communes of the common folk, dividing the lands to encourage the large scale breeding of sheep. Providing bounties to the guilds who would work the wool and the merchants who would export it in order to provide a market, he rebuilt the economy. This succeeded beyond Tarandil's fondest hopes and soon he could maintain a court, army, and fleet.

DISASTER AND CIVIL WAR

Calimendil, the fifth King and only child of Tarandil, sought to prove himself worthy of his father's legacy and establish his own power by overthrowing the Hillman Rhugga, who had usurped the throne of Rhudaur. He claimed the throne of Rhudaur through his mother, but Rhugga was an effective and popular leader despite his sometimes unsavory methods. This war dragged on for twenty years before Calimendil trapped Rhugga and his army in Cameth Brin, the capitol of Rhudaur. Though a mighty fortress, Cameth Brin was unprepared for another siege in T.A. 1235. Sensing final victory, Calimendil summoned his lords and court to the battlefield to witness his second coronation and, when they arrived, launched an assault that carried the lower levels of the fortress from the starving defenders. The royalty celebrated that night, but unknown to all, the Orcs of Gundabad had answered Rhugga's pleas for aid and had secretly marched east of the Misty Mountains. The Orcs fell upon the unsuspecting forces of Cardolan that very night. Although the professional pikemen of Cardolan cut a bloody path out of the cul-de-sac, the Royal Pavilion fell, and with it well nigh all the lords of Cardolan.

The Orcs and Rhudaurans pursued the beaten army and ravaged eastern Cardolan. Seven persons claimed the throne, and the situation was virtually as bad in four of the Hírdyr. Civil war raged throughout the countryside on the national, provincial, and local levels. The Kings of Arthedain and Gondor both sent expeditions to explore their own potential claims to the crown. During the next fifteen years Tharbad changed hands eight times, and the royal compound at Thalion, eighteen. At last, the Dwarves of Moria

(who were distressed by the collapse of trade) sent their army to enforce the truce desired by the Wise. A great council was held at Thalion and finally elected Tarcil, a mariner of the Line of Isildur who had been off trading in the South for most of the Time of Troubles. The only acceptable compromise claimant to the crown, Tarcil proved an unexpectedly successful ruler.

AMON SÛL



THE RISE OF THE WITCH-KING OF ANGMAR

In approximately T.A. 1276, the Lord of the Nazgûl arrived in the North, entrusted by Sauron with the task of destroying the Dúnedain of the North. The renewed war between Cardolan and Arthedain over their respective rights to Amon Sûl from 1284-87 made the establishment of his realm of Angmar in northeastern Eriador far easier. This war led to the failure of the Line of Isildur, for King Tarastor proved an inept military leader. He gave the regency of the Realm to his bastard brother Minalcar, who took the throne when Tarastor died in 1332.

The crown of Cardolan rested uncomfortably on Minalcar's brow when he accepted Argeleb of Arthedain's claim to the renewed High Kingship of Arnor and aided Argeleb in his war against recalcitrant Rhudaur. This war failed when the Witch-king revealed his strength in alliance with Rhudaur, which he quickly reduced to a puppet state. Argeleb and Minalcar fortified the Weather Hills against the assaults of Angmar, but Argeleb fell in battle. Fortunately, the Witch-king had to cease his campaign and await the maturation of a new generation of Orcs in order to replenish his losses.

THE FALL OF THE KINGDOM

The second stroke of the Witch-king which began in 1408 with a series of probing raids that found the Dúnedain better prepared. King Ostroher and the army of Cardolan, which was comprised

largely of infantry was to play the anvil holding Amon Sûl and the Barrow-downs while the cavalry of Arthedain and the Elves maneuvered in the plains to provide the hammer. Unfortunately the Witch-king personally led the assault on Amon Sûl. After its fall, the army of Cardolan along with the King and his sons was ground to dust as they attempted to retreat across the Downs. Soon thereafter most of the forces of the Witch-king were trapped against the Old Forest, and the remnants were pursued back to the gates of Mount Gram and Carn Dûm. It would take the Witch-king almost half a millennia to recover from this defeat but Cardolan never rose again.

Ostroher learned nothing from the Disaster of Cameth Brin, for the death of his sons left only his young daughter Nirmadel to take the crown. Nirmadel was slain along with the able Chancellor Nimhir in an abortive kidnapping in T.A. 1412 after only three years of rule. Cardolan was again racked by civil war, but this time Gondor intervened after only two years. Annael, (Hir of Feotar), the leader of the then ascendent faction, was made Canotar (S. "High Commander"), with considerable powers in name but few in practice.

CARDOLAN SINCE THE FALL OF THE KINGDOM

In the immediate aftermath of the Second Northern War, Gondor held a preeminent position in Cardolan. This position was largely lost in the disorders that followed a widespread peasants' rebellion in 1434, and the disorders that spread northwards from the bloody Kin-strife in Gondor in 1439. King Araphor of Arthedain began to try to assert his authority as High King in Cardolan beginning in 1455. Araphor tried to limit these excursions to sieges of the castles of his reluctant vassals. Nonetheless, there was considerable blood lost that further sapped the strength of the remaining Dúnedain of the North. The formalized warfare of this period established the preeminence of the elite mercenary companies.

The early years of the Sixteenth Century saw the demise of any pretense of central authority in Cardolan. This process began in 1503 when Gordaigh expelled the Dúnedain of Ethir Gwathló and declared himself King of Saralainn. In 1509, the bodyguards of the last native Canotar, Daeron the Bad, killed him and his retainers. The former Hirdor of Feotar has since established so-called cantons that rule the principality without the aid or advice of lords. After Daeron's death, King Aldamir of Gondor made his legate in Tharbad the new Canotar. This was a practical step, recognizing that Gondor's will did not carry beyond the walls of Tharbad—if indeed it carried beyond the eyesight of her soldiers. However, this led to the collapse of any pretense of cooperation among the Princes. Those of Calantir and Tinarë restored their old titles as Irnil, while those of Tyrn Gorthad and Girithlin enfeoffed themselves to Araphor.

In T.A. 1599 an unusual pretender arrived in Tharbad. Argil's claims went back to a supposed illegitimate daughter of Tarcil, no worse or better than most of this lot. However, Argil was also a skilled diplomat, an accomplished swordsman, and very wealthy (his riches were said to come from the horde of a Cold Drake). He made his reputation in the aftermath of the Great Flood of T.A. 1527 that caused widespread damage and carried off the Shanty Town outside of Tharbad. Argil captured the imagination of the common people and won at least the grudging respect of most of the Princes. He was engaged in rebuilding Amon Sûl when a raiding party of the Witch-king's finest Hillmen Rangers slipped in and slew him. Soon after his death, the Great Plague arrived in Tharbad, born in that accursed vessel, the *Lame Gull* out of Pelargir.

The virulence of the Plague diminished as it spread northwards, but it still worked its infamous deathdealing in the fetid airs of Tharbad. Between the disease and the subsequent panic, almost eighty percent of the population of Tharbad fled to the countryside. Waves of refugees fleeing the higher morbidity in the south increased this disruption. In the days of the Kingdom, the rural principalities might have withstood this onslaught, but now starvation and brigandage were widespread. The Witch-king added to the chaos by launching an invasion of undead spirits known as Wights into the Barrow-downs which has only slightly abated since. During this time, the so-called Warlord also led a great band of Hill-trolls into central Minhiriath where they established themselves in the network of gypsum caves seventy miles due south of Sarn Ford. Like it or not, the Warlord must be recognized as a Prince of Cardolan though his designation of his realm as 'The Domain of Minhiriath' denotes a certain mental instability.

The large numbers of southerners who have decided the risks of contemporary Cardolan, while fewer than those of undertaking the long voyage home, have made up some of the losses of Cardolan in the Plague Years. However, for the brash clansmen of Saralainn, and the gritty inhabitants of Tharbad, the disruption of these years seemed to have pulled up the roots to the past that were all that held the people of Cardolan to their disintegrating homes. The birthrate has not picked up since the Plague passed, and the south-bound ships that leave Tharbad are packed with those who can afford to take passage to Gondor.

2.3 CARDOLAN IN LATER TIMES

FROM 1645 T.A. TO THE FALL OF ARTHEDAIN

After another half century of slow but inexorable decline, the few remaining Dúnedain of Cardolan, even the doughty defenders of the sacred Barrows, packed it in. They emigrated to Arthedain and Gondor in roughly equivalent numbers. The Gondorian garrison remained in Tharbad but the rotation of troops and commanders gradually ceased so that they became a hereditary warrior class in the decaying city. The people of Saralainn continued to do reasonably well, but new settlements were made across the Gwathló in Enedhwaith, rather than east or north because of the increasing severity of the winters. Many of the common folk also drifted south, most often to swell the population of Dunland. In T.A. 1974 the Witch-king launched his last stroke and ruined the Kingdom of Arthedain, although the late-coming revenge of the Elves and Gondor utterly destroyed the realm of Angmar. Gondorian engineers remained in Eriador for some time, demolishing the remaining strongholds and ruins in the countryside so that they would not become dens of evil. They withdrew in T.A. 2052 and the garrison at Tharbad was dissolved. Many of the better folk of the city departed for the south in the train of the Gondorian forces.

INTO THE FOURTH AGE

In T.A. 2116 the capitol of Saralainn was moved from Sudúri to Isenmouth, the new port at the mouth of the Isen River as the bulk of the population shifted south of the Gwathló. Becoming increasingly submerged in the tribal Dunlendings and Beffraen who swelled the population of the Kingdom, the culture of the clansmen declined. The clansmen became a petty-nobility in the scattered villages that stretch from the middle of Saralainn to Drúwaith Iaur (S. "Old Púkel Land"). Sudúri, and later Isenmouth became mere towns, for fewer and fewer ships from the south braved the dangerous waters off Cape Andrast. The title of King of Saralainn is still upheld, though its power and authority are but a dim memory.

The Eriadorans were among the last folk to abandon the lands of Cardolan. They held out in ever-dwindling numbers until the Orc Invasion of Eriador of 2720. Soon those who remained were either slain, or forced to flee and take up life among the coastal people.

Tharbad held out longest of all, though in its later years it was little more than a town among the ruins whose fields were protected by the crumbling walls. After the Fell Winter of T.A. 2911, the Midgewater Marshes did not thaw before the spring floods. Even the island of Tharbad was submerged and the Great Bridges that had survived without maintenance for almost a thousand years were broken by the torrent. The few who survived this catastrophe had no desire to return. After the defeat of Saruman's invasion of the Shire many of defeated men took refuge at Tharbad and sought to make it a base for banditry. These rogues were driven out by forces led by King Elessar's Messengers in the 3rd year of the Fourth Age.

2.4 A BRIEF TIMELINE

FIRST AGE

early 1.A — The ancestors of the Beffraen, then indistinguishable from other Drúedain, settle around the Midgewater Marshes and the Nin-in-Eilph (S. "Swanfleet").

mid 1.A — The proto-Beffraen flee towards the coasts when several Adan folk migrate into central Eriador and decide to remain. These ancestors of the Eriadorans are often in conflict with a more advanced group of Edain in the Tyrm Gorthad whose leaders are eventually seduced by Morgoth (in person) who hopes to block any Noldorin retreat from Beleriand.

late 1.A — Early Dunnish peoples migrate into Enedhwaith, some are enslaved and eventually assimilated by the Eriadorans.

SECOND AGE

1 — Foundation of the Elven Realm of Lindon by Gil-galad, High King of the Noldor.

32 — Elros Tar-Minyatur leads most of the remaining Edain to Númenor.

ca.400 — The early Eriadorans reach an advanced bronze age culture in the woods of central Cardolan.

617 — The first Númenórean ships explore the coasts of Saralainn while enroute to the Grey Havens.

750 — Noldorin Elves found the realm of Hollin in Eregion. They build three towns along the south bank of the Mitheithel over the next two centuries.

777 — Anardil Aldarion, then Crown Prince of Númenor, begins the construction of Vinyalondë (S. "New Haven") on the south bank of the mouth of the Gwathló.

880 — Aldarion erects a watch tower at a small Eriadoran village on the upper Gwathló. This is the traditional date of the founding of Tharbad. There, he meets with Celeborn and Galadriel.

1078 — Tar-Ancalimë, the Queen of Númenor, refuses her father's (the retired Aldarion) wishes and abandons Vinyalondë after its damage by a severe hurricane. Númenórean trade increases regardless of the Queen's desires.

ca.1100-1600 — Golden Age of the Eriadoran Kingdoms in southern Eriador. Their decline begins when Sauron begins increasing his influence in the region.

ca.1590 — The Elven Smiths of Hollin forge the Three Rings.

- ca.1600** — Sauron completes the Ruling Ring in Mordor.
- 1644** — Tar-Minastir, while still Crown Prince, begins reconstruction of the ruins Vinyalondë. He names the new port Lond Daer Eneðh (S. "Great Middle Haven").
- 1693** — War between the Elves and Sauron. Within six years Sauron has ravaged Eregion and overrun most of Eriador. Elrond leads the refugees out to found Rivendell. The Eriadorans of Pinnath Cerran hold out, as does the Númenórean garrison in the keep at Lond Daer.
- 1700** — Tar-Minastir leads a Númenórean army that comes to the aid of the Elves. His Captain, Pharconatar, uses the fleet in brilliant amphibious operations along the Gwathló that contribute greatly to the utter destruction of Sauron's forces.
- 1793** — Pharconatar begins the construction of Tharbad as a Númenórean colony and is accepted as Protector by most of the petty-kings of the Eriadorans.
- 1914-1943** — Southern Eriadorans unite to oppose the extensive lumbering undertaken by the Númenóreans to construct the great fleet of Tar-Ciryatan. This conflict degenerates into a guerrilla war, in which much of Saralainn is deforested.
- ca.2000** — Distressed by the increased materialism in their native isle, some of the most religious of the Númenóreans begin

emigrating, settling primarily in the region of Lake Evendim. Tharbad is their primary entrepot, and begins to prosper.

- 2350** — Pelargir is founded and becomes the chief haven for the increasing emigration of the Faithful Númenóreans.
- ca.2500-2600** — Second Revolt of the Eriadorans. Pursuing Tar Telemmaite's desire for mithril, the Númenóreans move into the hills and downs of Cardolan, provoking the natives. This is the most destructive of the wars and largely responsible for the later treeless condition of Cardolan.
- 2511** — Lond Daer seriously damaged in a great hurricane, and is never fully restored.
- 3262** — Sauron taken as captive by Ar-Pharazôn the Golden. He succeeds in seducing the King and many Númenóreans to evil ways.
- 3319** — Ar-Pharazôn invades Valinor. Númenor cast beneath the seas. Elendil and his sons, Isildur and Anarion, escape with the remaining Faithful. They found Gondor and Arnor, the Realms in Exile.
- 3430** — The Last Alliance of Men and Elves is formed to answer Sauron's attack on Gondor.
- 3441** — Sauron defeated and slain, though Elendil and Gil-galad also fall. Arnor never recovers from its losses, for its Dúnedain were ever in the vanguard of the Allied armies.

KINGS OF THE REALMS IN EXILE

AFTER THE DIVISION OF ARNOR, 861 T.A.

OF CARDOLAN	OF ARTHEDAIN	OF RHUDAUR	OF GONDOR
THORONDUR* 861-936	AMLAITH 861-946	ALDARION 861-951	TARANNON FALASTUR 830-913
TURAMBAR 936-1001	BELEG 946-1029	ORODRETH 951-988	EARNIL* 913-936
CIRYON 1001-1079	MALLOR 1029-1110	ELDATHORN* 988-1031	CIRYANDIL* 936-1015
TARANDIL 1079-1153	CELEPHARN 1110-1191	ELDARION 1031-1107	HYARMENDACIL 1015-1149
CALIMENDIL 1153-1235*	CELEBRINDOR 1191-1272	FORODACIL 1107-1176	ATANATAR II 1149-1226
TARCIL 1235-1287	MALVEGIL 1272-1349	RHUGGA (usurper) 1176-1231	NARMACIL 1226-1294
TARASTOR 1287-1332#	ARGELEB* 1349-1356	ELEWEN 1231-1307	CALMACIL 1294-1304
MINALCAR 1332-1381	ARVELEG 1356-1409	ALDOR 1307-1347#	MINALCAR 1304-1366
OSTOHER* 1381-1409	ARAPHOR 1409-1589	ELAGOST* 1347-1355	ELDACAR 1366-1437, 1447-1490
NIRNADEL* 1409-1412	ARGELEB II 1589-1670	various claimants	CASTAMIR (usurper)* 1437-1447
various claimants	ARVEGIL 1670-1743		ALDAMIR* 1490-1540
			HYARMENDACIL II 1540-1621
			MINARDIL* 1621-1634
			TELEMNAR* 1634-1636
			TARONDAR 1636-1798
			etc.

NOTE: Tarcil III and Aldor were the last Kings of Cardolan and Rhudaur from the unsullied line of Isildur. Argeleb of Arthedain reclaimed these realms in 1349, but the subsequent rulers of Cardolan and Rhudaur were recognized by Gondor and the Elves. Although some later leaders gained widespread recognition, none thereafter were universally accepted.

* = Unnatural death.

THIRD AGE

- 2** — Disaster of the Gladden Fields. Isildur slain and the One Ring is lost.
- ca. 200-400** — A new wave of Dunnish migration to Eriador in the wake of the sundering and downfall of the Daen Coentis. Most are assimilated into central Cardolan, but in the sparsely populated south, many retain their native folkways.
- ca. 600-860** — Increasing tensions between the lords of Arnor, who live largely in the North, and their more worldly kinsmen in the southern areas of the Kingdom.
- 652** — King Valandur of Arnor slain during a revolt of the Hillmen of the eastern marches.
- 861** — Death of Eärendur, who divides the realm of Arnor among his three sons. Founding of the Sister Kingdoms Of Arthedain, Cardolan, and Rhudaur.
- 862** — Thorondur the Magnificent ascends the throne as the first King of Cardolan.
- 949-950** — Aldarion of Rhudaur, the last of Eärendur's sons, attempts to reunite Arnor. The war ends in a mere skirmish, but it is the first slaying of Dúnedain by Dúnedain.
- 1084-1092** — Arthedain, Cardolan, and Rhudaur undertake a more serious quarrel over Amon Sûl and its Palantír.
- 1100-1200** — Cardolan reaches its peak of prosperity under the reign of its fourth King, Tarandil, who introduces large scale sheep herding. Tharbad thrives as a center of trade and manufacture.
- c1100** — Harfoot Hobbits enter Eriador, Fallohides and Stoors follow within fifty years. The Harfoots settle throughout En Eredoriath with the Fallohides to the north and the Stoors to the south.
- 1197** — Calimendil attempts to conquer Rhudaur, which has fallen under the rule of a Hillmen usurper.
- 1235** — Disaster of Cameth Brin. Calimendil, besieging the capitol of Rhudaur, is surprised by an Orcish army from Gundabad. The professional forces of Cardolan cut their way out with heavy losses, but Calimendil, his sons, and all of the ruling Barons of Cardolan (who had gathered for a premature victory celebration) are slain when the Orcs capture the exposed Royal Pavilion.
- 1235-1248** — The Time of Troubles. Civil war on national and baronial levels, foreign intervention, raids from Rhudaur. Diet of Thalion summoned by the Wise elects Tarcil from among many claimants to the throne in 1258.
- 1276** — The Witch-king, better known as the Lord of the Nazgûl, establishes his realm in Angmar as Sauron has determined that the divided northern Dúnedain can be more easily destroyed.
- 1284-1287** — Arthedain and Cardolan war over possession of Amon Sûl. Minalcar establishes himself as regent of Cardolan, as his legitimate half-brother Tarastor is ineffective as a military leader.
- c1300** — The Hobbits move westward, many settle around Bree. The Stoors become well established in the Angle and the abandoned lands of Eregion.

- 1332** — Death of Tarastor, deemed to be the last of the true line of Isildur in Cardolan. Minalcar, crowned as King, accepts Argeleb of Arthedain claims to the High Kingship of Arnor in 1349, and is promised autonomy.
- 1352-1359** — First Northern War. Arthedain and Cardolan versus Rhudaur and Angmar.
- 1408-1410** — Second Northern War. King Ostoher of Cardolan and his sons fall in the Battle on Tryn Gorthad, after which Amon Sûl is besieged and falls, though its Palantír is saved.
- 1412** — Princess Nirmadel and the Regent, Nimhir, slain in unsuccessful coup. Civil war in Cardolan.
- 1414** — Annael of Tryn Gorthad recognized as Canotar (S. "High Commander") of Cardolan with nominal powers equal to the Kings.



- 1503** — Gordaigh, a Dunnish adventurer, establishes the Kingdom of Saralainn. Most of the remaining baronies and other successor states declare their independence of the Realm of Cardolan soon thereafter. The lands east of the Nen-i-Sûl river are abandoned.
- 1601** — Hobbits settle in the Shire.
- 1636-1637** — The Great Plague strikes Eriador. There are fewer fatalities in the North, but it causes enough disruption to overturn the two centuries of gradual recovery in Cardolan.
- c1700** — The few remaining Dúnedain of Cardolan abandon their homelands; equal numbers go to Arthedain and Gondor.
- c1800** — The increasingly severe winters force most of the remaining peasant population to begin a slow southern migration.
- 1973-1975** — The Third Northern War. The Witch-king destroys Arthedain, but Angmar falls to the vengeful wrath of Gondor and the Elves.
- 2052** — After demolishing most of the remaining forts in central Cardolan, the Gondorian garrison in Tharbad is withdrawn. Most of the better folk go with them.
- 2116** — The capitol of Saralainn is removed from Sudúri to Isenmouth.
- 2720-2750** — Orcs invade Cardolan, slaying or driving off the few remaining Eriadorans. An attack on Tharbad fails, and the Orcs drift off due to lack of plunder.
- 2912** — Unprecedented floods following the Fell Winter destroy the Great Bridges and devastate Tharbad (which is abandoned).
- 3018** — Boromir of Gondor loses his horse while fording the Gwathló at the ruins of Tharbad.
- 3019** — Remnants of Saruman's forces establish themselves in Tharbad.

FOURTH AGE

- 3** — Forces of King Elessar evict the bandits from Tharbad and reopen the Old South Road.

3.0 THE LAND

The lands of Cardolan, like its people, are quite diverse. Within its borders one can find deep and ancient forests, rocky coasts, rolling hills arrayed like lines of massive, ruddy warriors, and some of the richest farmland in all of Eriador. However, most of the landscape is dominated by slowly rolling, windswept and treeless plains, a bleakness offset only by the teeming city of Tharbad, the Queen of the North.

3.1 GEOGRAPHY

The Kingdom of Cardolan encompasses all of the lands between the Rivers Brandywine, Greyflood and Hoarwell, which were then generally called by their Elven names: Baranduin, Gwathló and Mitheithel, as far as the Great East Road. This forms an area roughly six hundred miles long by one hundred and fifty across. The Old North Road, Iaur Men Formen, cuts across the middle of Cardolan and divides it fairly neatly into two geographic zones: Minhiriath (S. "Region of the Streams") to the southeast, and Mintyrnath (S. "Region of the Downs") to the northwest.

THE ORIGINS OF THE LANDSCAPE

In the Elder Days, Cardolan was covered by a single primordial forest that spread over all of southern Eriador. The coast then extended considerably farther to the west as the southernmost region of ancient Beleriand. These lands sank beneath the ocean during the great War of Wrath that ended the Elder Days. All that remains of this region is the Dark Cape (S. "Rast Vorn"), and its Dark Woods (S. "Eryn Vorn"). The great forests were destroyed during the Second Age, revealing a generally poor and infertile soil, like that of the rain forests far away in the South. Much of the newly exposed topsoil was blown off by the strong sea winds, so that the fertile areas of Cardolan are those that are regularly renewed by the annual flooding of its great rivers.

THE RIVERS OF CARDOLAN

Despite the numerous small rivers that give Minhiriath its name, and the downs of Mintyrnath, on the whole the geography of Cardolan is dominated by the great river valleys on its borders.

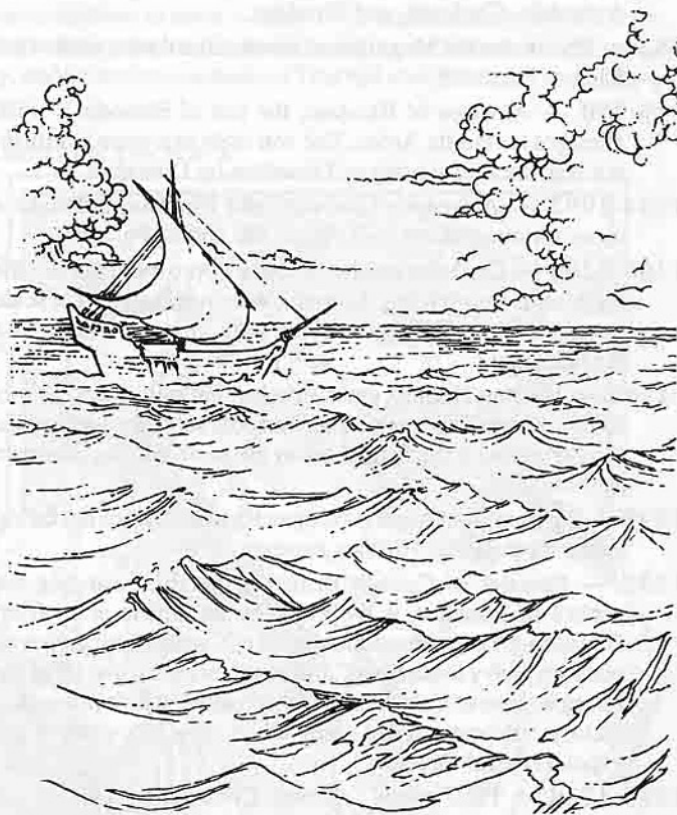
The Baranduin (S. "Long Gold-brown River") traces a lazy path from Lake Evendim in Arthedain down to the sea, forming the northern/western border of Cardolan. It gets its color, and hence its name, from the rich earth along its banks. The Baranduin is an old river, wide and slow; but it is also shallow, so there is little commerce on its waters.

The Mitheithel (S. "Grey Spring") to the east is born in the snows and springs of the highlands of Rhudaur. A raging narrow torrent, it is only partially subdued when it joins the river Brunien at the apex of the Angle. It continues on down to the Nîn-in-Eilph, the Swanfleet Marshes. Just above Tharbad, where the Mitheithel joins the River Glanduin coming out of Enedhwaith, it gives birth to the Gwathló (S. "Shadowy River from the Fens"). The Mitheithel can be navigated with difficulty from Tharbad to the Angle, but it is virtually unfordable for its entire course.

The Gwathló is broad and slow river like the Baranduin except during the spring floods. The Gwathló is deep and can be navigated by ocean-going ships as far as Tharbad. The winds on the Gwathló are predominantly easterly and the river is full of ever-shifting mud-banks, so smaller ships ply most of the trade that is carried on the river. This trade is considerable for the sea route to Gondor is much faster than the land route which has made Tharbad the center of all the trade coming out of the north. The annual flooding on the Gwathló is much more serious than that of Cardolan's other river especially along its northern bank. After a severe winter, Tharbad may become a virtual island for several weeks during the spring.

MINHIRIATH

The southwestern half of Cardolan receives its name for its myriad streams and minor rivers that empty into the Baranduin, the Gwathló and the Sea. Minhiriath can be further divided into four geographic districts: Eryn Vorn (S. "Dark Woods"), the central plain or Saralainn (D. "Exalted Land"), the Girithlin highlands that extend from central Cardolan along the south bank of the Baranduin, and the Gwathló basin. The Eryn Vorn covers the Rast Vorn, a large peninsula lying to the south of the mouth of the Baranduin. Except for a marshy region to the southeast, it is covered by ancient forests. The trees themselves seem to share the malice of its aboriginal inhabitants the Beffraen, influenced by the fractured landscape that recalls the cataclysms of the Elder Days. The Eryn Vorn has remained essentially unexplored throughout the history of Cardolan.



The central plain of Minhiriath is almost featureless, save for its countless rivulets. It slopes slowly down to the sea and the area near the streams are reasonably fertile, but most of the land is fit only for raising sheep. One redeeming feature is the set of amber beds found along the south bank of the Baranduin near its mouth. The name Saralainn is attributed in folklore to a particularly glib Dunnish Bard who was promoting settlement in the area and named the land "exalted" as one might name an icy wasteland "green".

The Girithlin highlands rise several hundred feet above the plains of Saralainn in a series of gently rolling ridge lines. The overall aspect of the highlands is not greatly different from that of the plains, though erosion is a particularly severe problem here.

The Gwathló Basin comprises the region that is subject to flooding by that river. It is very narrow nigh to the sea and irregularly spreads until it is almost eighty miles across near Tharbad. These floods are an inconvenience to the region's inhabitants but the silt endows the floodplain with the richest farmlands in the North. The Gwathló basin serves as the breadbasket of Eriador, though most of its surplus goes to feed Tharbad.

MINTYRNATH

Where the geography of Minhiriath is relatively straightforward, that of the region of the hills is complex. Six occasionally sudden divisions must be made. A substantial chunk of the Gwathló basin extends above the North Road. To the north lies a hilly plateau of the Pinnath Ceren, the red hills that give Cardolan its name. Slightly to the east lies the Old Forest, and beyond these woods, the rolling hills of Tyrn Gorthad, the Barrow-downs, and Tyrn Hyarmen, the South Downs. South and west of these ranges is the Girithlin Highland. Eastern Cardolan merges into the great featureless plain of Eriador, the En Eredoriath.

The most distinctive feature of Mintyrynath are the downs south of the East Road. These are only one line of hills, but custom has given two names: the Barrow-downs in the more concentrated northwest corner, and the South Downs for the rest. The Downs are a series of ridges running towards the northeast with relatively steep southwestern faces that slope gradually down to the next ridge line. This region is windswept and infertile and has been little inhabited. The Tryn Gorthad are particularly noted for their barrows, or burial mounds that are thought to date back to the Adan ancestors of the Dúnedain in the Elder Days. The Princes of Cardolan also make it their custom to make their graves here.

Directly to the west of the Barrow-downs lies the Old Forest. This is a dark and dangerous place where the trees seem to remember and to hate those who destroyed their once innumerable cousins. The House of Tom Bombadil is located somewhere deep within these woods. He is more commonly known as Orald to the people of Cardolan, though he plays small part in their affairs.

To the southwest of the Old Forest are the Pinnath Ceren and beyond it, the Girithlin highlands. The Pinnath Ceren (S. "Red Ridges") are a group of red-tinted hills surmounting a small plateau. The iron ores that provide this color were extensively used by the Northmen who inhabited the woods of Eriador before the return of the Númenóreans. It became a center of resistance to their colonization efforts because the Pinnath Ceren was the only source of a rare, and now mined out, alloy of tin and cobalt that could be used in the relatively primitive smelters of the Northmen to make Cardolan Brass, a red metal that could almost stand up to the High Steel of Númenor. The Girithlin Highlands rise above the Gwathló basin to the east. They include a major ridge line called the Pinnath Nimren (S. "White Ridges"), named for its many exposed marble faces. Aside for its harsher climate, the Highlands are generally similar to the Saralainn.

THE COASTS

The north coast of Cardolan from the mouth of the Baranduin to Rast Vorn is generally rocky, with a kind of rugged beauty recognized only by its inhabitants. There are few harbors but the area is fairly well protected from storms and its resources, primarily shellfish and small whales, are extensively utilized.

The coasts of Rast Vorn are the most treacherous known to Dúnedain mariners. There are innumerable shoals and reefs that are usually shrouded in thick banks of fog. The exposed northern and western shores are steep and offer few places to land at need. The southeastern shore is covered by reedy marshes and said to be inhabited by foul and unnatural creatures. The native Beffraen often attack those who do manage to find shelter on these coasts.

In contrast, the shores of Saralainn are notable for their broad beaches and dunes. The natives have taken little interest though, perhaps because of the storms that strike the beaches roughly every decade, devastating these low-lying areas. The vast amount of trade on the Gwathló is primarily served by the port of Sudúri that lies 90 miles up river from the sea. The city's location solves most of these problems that defeated the Númenóreans' millennia long effort to construct a port at Lond Daer.

WEATHER TABLE

Months	Minhiriath	Mintyrynath	Highlands
— Yestarë (intercalary day: Yule) —			
1. Narwain (Winter)	25-40° Mod.Snow/Rain	20-35° Mod.Snow	20-35° Snow
2. Nínui (Winter)	25-45° Snow/Rain	25-40° Mod.Snow/Rain	20-40° Mod.Snow
3. Gwaeron (Stirring)	30-50° Rainy	25-45° Rainy	25-45° Snow/Rain
4. Gwirth (Spring)	45-60° Nor.Rain	40-55° Nor.Rain	35-55° Nor.Rain
5. Lothron (Spring)	45-65° Nor.Rain	40-60° Nor.Rain	35-60° Nor.Rain
6. Nórui (Summer)	50-75° Mod.Rain*	50-70° Mod.Rain*	45-70° Mod.Rain*
— Loëndë (intercalary day: Midyear) — Enderi (3 middle days)			
7. Cerveth (Summer)	55-80° Mod.Rain	55-85° Dry	50-80° Dry
8. Úrui (Summer)	65-85° Mod.Rain #	70-90° Mod.Rain	65-90° Mod.Rain
9. Ivaneth (Autumn)	55-80° Nor.Rain	55-85° Nor.Rain	55-80° Nor.Rain
10. Narbleth (Autumn)	45-70° Rainy	40-75° Rainy	40-70° Rainy
11. Hithui (Fading)	35-60° Mod.Rain/Snow	30-60° Mod.Snow/Rain	30-55° Mod.Snow
12. Girithron (Winter)	25-45° Mod.Snow/Rain	20-45° Mod.Snow	20-40° Snow
— Mettarë (intercalary day: Yearsend) —			

KEY

Special Notes: # = 1% chance Great Storm (Hurricane),
* = 3% chance Severe Thunderstorm/Hail/Tornado

Temperature: Degrees are expressed in Fahrenheit. Note that most peoples do not describe temperature so precisely; they simply describe the temperature as cold, cool, warm or hot. Mountain temperature refers to the habitable regions between 1000-3000' above sea level. To calculate temperature at higher altitudes, subtract 1 degree for every 300' more above sea level.

Precipitation: Refers to the % chance of rain or snow falling on a given day.

Moderate Rain (Snow) — 15% rain (snow); partly cloudy

Moderate Snow/Rain (Rain/Snow) — 5% snow (rain); 2% sleet; 8% rain (snow); partly cloudy

Normal Rain (Snow) — 25% rain (snow); partly cloudy

Rainy (Snow) — 40% rain (snow); cloudy

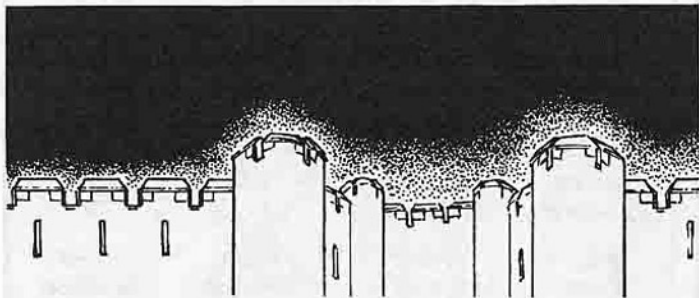
Dry — 3-10% rain

At higher mountain altitudes, snow will always occur when Moderate Snow/Rain yields a precipitation result.

ENEDHWAITH

The people of Cardolan, concentrated along the north bank of the Gwathló, must be concerned with occurrences on the south bank in the lands of Enedhwaith. Most of Enedhwaith is a grassy and semi-arid plain that is home to tribal Dunlendings who often raid into Cardolan. Along the Gwathló, beginning about 80 miles south of Tharbad, there are two extensive forests that provide much of the wood used for shipbuilding in Cardolan. This is collected in great semi-military expeditions, for fear of the Dunnish tribesmen, the cousins of the Beffraen who inhabit the southern woods, and the Stone-trolls of the northern forest.

The four hundred square miles of the Nín-in-Eilph, the Swanfleet Marshes, are often visited despite the treacherous alkali bogs, and innumerable poisonous reptiles. Sometimes this is done in search of rare herbs, but more often the intent is to poach the lordly swans of the marshes whose feathers are so highly favored by the fashionable ladies of Gondor.



3.2 CLIMATE

Although the landscapes of Cardolan may seem monotonous at times, the weather provides plenty of variety. Cardolan has a humid mid-latitude climate which is mild on the average, but which is subject to some of the most severe weather in all of Endor. Minhiriath and Mintyrmath have distinguishable weather patterns, however. As a general rule, Mintyrmath runs about 5 degrees cooler.

Both regions have cool, wet springs, summers that are usually dry and moderately hot, cool wet autumns, and cold winters. The weather patterns are dominated by warm, wet air coming off the ocean, and the cold, dry air of the Misty Mountains and Forochel. In the late spring and early summer these air masses are prone to collide with often disastrous results. Most of the damage is done by severe thunderstorms, but these can very easily escalate into hail, and tornados. The latter are most prevalent in central Cardolan, particularly during the month of Nóruí. Less frequent, but more devastating, are the hurricanes that spin out of the equatorial seas and strike the coasts. In the early fall of every third year, galestorms hit the shores; about one storm per decade will wreck widespread havoc, and one per century will be a monster. Old folk still speak of the "Ireful Storm of 1081". The predominant normal wind direction in Cardolan is a strong westerly (wind out of the West) that tends to complicate navigation of the Gwathló.

As Cardolan is largely treeless, the temperature increases sharply during the day, and drops just as quickly at night. It is not unusual for the temperature to vary thirty-five degrees in a twenty-four hour period, especially during the summer and in higher elevations. The average temperature in Cardolan has been dropping very slightly over the past two centuries, but this change has made the task of Cardolan's farmers, who cannot easily afford having a few days shaved off their growing season, much less the late killer frosts. The superstitious attribute this to the malice of the Witch-king of Angmar (indeed this trend will worsen until his departure in T.A. 1975 and then gradually improve).

4.0 CARDOLAN'S ECOLOGY

The lands of Eriador are an integral part of the continent of Endor, yet they are geographically isolated. To the north lies the vast desolation of the Northern Wastes, to the east the mighty Misty Mountains arise, to the southeast lay the broad White Mountains, and to the west is the sea. These barriers prevent the easy immigration of new species into Eriador, and most of those have been brought by the Men who have undertaken the trek. In this relative isolation the ways of nature became very static and fragile over the centuries, not unlike the rain forests of the farthest South.

As the Ents recall, all of southern Eriador was a single forest before the first Elves taught them speech in the Elder Days. The early Second Age saw a general warming trend that put considerable pressure on the delicate balance of life of the woods. With the rise of advanced societies of Men, this balance was broken. The Númenóreans returning to Middle-earth in the middle of the age felled many trees to construct their famous fleets. Forest fires raged, set by both sides in the merciless wars between the Númenóreans and the native Eriadorans, or by the electrical storms that previously had been very rare in the region. For many forests, fire is a natural force of renewal, but here it was new and deadly.

In little more than three centuries virtually all of Cardolan burned down, leaving only two significant patches of the primordial woods in the Old Forest and on Rast Vorn. There were few species of plants or animals prepared to adapt to the barren new countryside after long ages of shade and branch. The steady erosion that followed made much of Cardolan unsuitable for permanent agricultural communities, while making other among the most fertile lands in Endor. Only various reptiles, the sheep introduced by the Dúnedain, and the wolves that soon followed, can be said to have truly thrived in Cardolan.

WOLF



4.1 FLORA

The inhabitants of the annually renewed lands of the Gwathló basin justly feel that they live in one of the gardens of Middle-earth, but this judgement should not be extended to the rest of the country. In Minhiriath the dominant plant is a plains grass called ablas, while in the windswept Girithlin highlands the ablas is replaced by a short mossy grass named debblas which covers most of Mintyrnath. There are scattered patches of new forest that have sprung up throughout Cardolan; these consist largely of beeches with a few pines. Elsewhere, the larger plants are chiefly thistles and brambles which provide some shelter for gentler plants. The farmers of Cardolan grow wheat along the banks and streams; corn, peas and cassona, a small potato, along the Gwathló; and eorna, a hardy grain resembling barley, in the uplands.

HAGAVORL

Perhaps the most notable flora of Cardolan is the Hedgewall. Pharconatar, the first Númenórean governor of Cardolan, began the planting of the Hagavorl (D./E. Hawthorn-Wall) in S.A. 1777. He desired a barrier to slow any large scale incursion of Orcs or Hillmen from Rhudaur into central Cardolan, so that he would have time to prepare his few and scattered forces. The Hagavorl — a hedge of sharp thorns stretching from the Mitheithel to the Baranduin above the Old Forest — was an ambitious project even by Númenórean standards, but Pharconatar received aid from Elrond's herbmasters. Nonetheless, the task was abandoned after his death in S.A. 1812 and was not restarted until the time of Elendil. The Hagavorl was finally completed by King Vandalin in 1126 T.A. as part of his futile plans for eradicating the Wolves of Cardolan. Now pierced in innumerable places, the Hedgewall is punctuated by gaps of up to two miles. It is still very impressive to look at and can be a serious barrier to the casual traveler.

HERBS

Most of the common herbs of Eriador can be found in both Minhiriath and Mintyrnath. There are a few plants that are more or less unique.

Lus — A low gorse-like shrub found mainly in Saralainn. Its mauve flowers appear in the early spring and can be distilled into a potent poison. It acts in 1-12 rounds. A victim failing RR by 51+ is killed, by 21-50 is in coma and is blind, by 11-20 is blind in 1-2 eyes, and by 1-10 is temporarily blinded. (t-T-3 — Flower/Paste — 31gp — Lvl 4)

Sailcha — A small violet orchid that blooms throughout the spring. Sailcha is very, and increasingly, rare and the people of Cardolan believe that its blossoms are a potent harbinger of good luck. This superstition is very ancient, and is said to predate the Eriadorans. Its psychological benefits are +10 morale, +10 to RRs, and +5 DB for 3-7 days (until bloom withers). (t-S-8 — Flower/Wear — 50gp — AF0)

Avhail — A hardy bush found commonly in Saralainn and rarely in the rest of Cardolan. The sweet yellow fruits, which resemble a small cherry, are nutritious and tasty. This fruit is the primary ingredient of the popular and potent brandy called biotaille.

Haruella — Haruella is a concoction of the Eriadorans of Pinnath Ceren. The formula is a deep secret, but is thought to include the lichens and aphids from certain tree roots. The Shamen of the ancient Eriadorans used Haruella in their infrequent dealings with the Undead. Haruella is highly prized at present as a resource against the invasion of the Barrow-downs by wights.

Boskone — Boskone is a tiny blue orchid that grows among the leaves of the tallest trees of the Old Forest and Eryn Vorn. These flowers can be dried and ground to make a blue power which, when inhaled, so stimulates the user's sense that he functions as though using the "Awareness" spell. Boskone is highly addictive and has particularly unpleasant withdrawal symptoms. Gives user 'Awareness' for 10-20 rounds, then a severe headache (-30) for 1-8 hours. (t-H-8 — Powder/Inhale — 78gp — AF18)

4.2 FAUNA

An uninquisitive visitor to Cardolan might return home with the impression that the only animals therein are Men, Sheep, and Wolves. Actually, these lands support a surprisingly diverse animal population that has been on the increase as more lands have slipped back into wilderness since the downfall of the Dúnanad Kingdom. Most beasts are still very shy of Men.

4.2.1 PREDATORS

Wolves — Another old Eriadoran saying: "Worry about the Wolf that you don't see." The predator in Cardolan is the Wolf; encounters with any others will be rare in comparison. The common Wolf of Eriador is grey, though a few are black, and will generally be found, or find you, in a pack of about a dozen mature adults. They are vicious and intelligent hunters, tireless in the chase, and (under the malign influence of Angmar) prone to kill simply for sport. Their primary prey is Sheep, but Wolves are not afraid of Men and will readily attack lone individuals or small groups. They do, however, fear the Sheephounds and with good cause.

Wargs — Wargs, sometimes called War-wolves, are not common in these lands. When not acting as mounts for Orcish raiders, Wargs appear to be just overlarge Wolves. This is true, but Wargs are bolder and more cunning and usually are servants of the Witch-king of Angmar. True Wargs, also known as *Demon Wolves* or *Wolves of Sauron*, appear to be large Wargs, but are in truth the undead creations of powerful evil magic. They will act only on dark nights when their trait of dissolving if killed will not be easily revealed. The Witch-king has found little need to send True Wargs to Cardolan since the fall of Amon Sûl in T.A. 1409.

Giant Eagles — The Giant Eagle is an infrequent visitor to Mintyrnath for its home in the Misty Mountains is far afield. The Eagles are wary of Men, and not without cause for the noble birds are not averse to some occasional mutton. The Eagles have very rarely intervened in the affairs of Cardolan. Perhaps they consider these lands to be the responsibility of the remaining Noldo Elves, or perhaps they are too busy defending their eyries against the Orcs of Gundabad.

Spotted Lions — The Spotted Lion gets its name from the black spots on their almost white underbellies; the rest of their coat is a burnt orange color. Although quite rare, due to hunting, they still range throughout Cardolan. The lions are not evil creatures and, while they are extremely cunning, they are not capable of speech. Their feud with the wolves is old and bitter and has probably contributed to their decline more than the efforts of Men. The Spotted Lions live in small family groups, keeping lairs in trees and caves. They prefer to hunt fiara, but sheep will do. Spotted lions have been known to kill men only in self-defense.

Bears — The Black Bear is unusual in Cardolan, unlike the rest of Eriador where they are common. The climate is a little warm for the Bears' taste, but the main factor in their scarcity is human. The Eriadorans have an almost cultic obsession with hunting bears; it is thought to be the ultimate test of one's prowess as a warrior. News of Bear spoor will gather these reclusive Northmen from a large area to join the hunt. The Bears are not unaware of this unpleasantness and so tend to avoid these lands.

Glutan — The dreadful Glutan is found primarily in western Minhiriath. It is a solitary, black-furred beast shaped like a large badger. The Glutan is unbelievably quick and fierce and appears to be quite insane. They have been known to attack large groups of armed men without the slightest provocation, fighting to the death even if escape is easily available.

Madratine — The Madratine is a small cat-like fox found mainly in the highlands. Its white mask and ears stand out in sharp relief to its reddish brown fur. Madratine are very shy.

4.22 HERBIVORES

Deer — A little deer known as Fiara is the most common wild herbivore in Cardolan, being able to thrive on the scant grasses. Fiara keep to small groups of four or five does and a buck. They are extremely timid. In the woodlands, the Caru (Elk) is fairly common, and the caribou of Rhudaur will stray into the En Eredoriath in severe winters. Larger than an Elk, the Nimfiara (S./D. "White Hart") is found deep within the Old Forest and the Eryn Vorn. Its pelt is prized for fine garments and a potion made from its horn is said (incorrectly) to retard aging. Very wily, they will put up a good fight when finally cornered. Hunting the Nimfiara was very popular with the Dúnedain, but there are now few of either left.

Astabanhe — The Astabanhe or Pronghorn is an antelope-like creature found mainly in the Pinnath Ceren and the Girithlin highlands. They stand about 4' tall, a dull yellow in color with a loud white rump and short black horns that give them their name. Pronghorns travel in small herds and are inquisitive, but they are quick to flee.

Boars — Boars are common in both regions of Cardolan and are generally found in large packs. The adult males defend the perimeter of the pack against all enemies, real or imagined. The primary concern of Boars is finding food, and most creatures are wise enough to get out of their way.

Goral — Goral are wild golden, bighorn Sheep found exclusively in the Downs. Solitary and intractable, they have nonetheless been very profitably interbred with Cardolan's domestic sheep.

Golodos — A Golodo is a moderately large flightless bird, rather like a large goose on stilts. Golodos gather in large flocks during the breeding season in early summer, traveling in small groups during the rest of the year. Golodos will immediately flee the scent of any predator with surprising, if ungainly speed, except during the nesting season when they will bravely defend their eggs. Golodos enjoy the taste of meat, but they will eat anything since they are poor hunters.

Rodents — The most common rodent in Cardolan is the Gopher, closely followed by the Coney, or Rabbit. The Gophers of Eriador resemble big stout Rats and live mainly on grass roots. On the plains they are a major nuisance because they live in large colonies of interlocking burrows. Their holes rise up about a foot from ground level but their tunnels run very close to the surface and cannot be easily detected by Sheep, Horses, or Men (leading to many broken legs). Opossums, Mice, Rats, and Ferrets are also common in Cardolan.

4.23 BIRDS AND FLYING CREATURES

While there are not many species of mammals in Cardolan, there is a great variety and number of birds. The migratory birds of the north are the most numerous and are of the greatest economic importance. Three of these species account for the incredible flocks that crisscross the area. These are the Ice Goose, the Red-headed Duck, and the Blue Pigeon. The Ice Goose is a large white and black bird that summers in the Northern Waste and winters in the Drúwaith Iaur. Its migration follows the coastline in late spring and mid-fall. The Red-headed Duck is a common sight on all the waterways of Cardolan. In the late Spring they all gather in the Midgewater Marshes and the Swanfleet Marshes to prepare to migrate to the lakes of the Far North.



DEER

The Blue Pigeon does not linger in Eriador, passing over in their migrations between Mirkwood and the Lindons. They have been heavily hunted, but a large flock of Blue Pigeons can still blot out the sun. The Lordly swans of the Nín-in-Eilph are also of economic importance, as the price of their plumes has increased as their numbers have diminished.

There are many species of songbirds in the remaining forests; the Lark and the Blackbird are happy in the open lands as well. There are also large numbers of Crows and Gorcrows. The primary carrion bird is a particularly awkward and ugly stork known as the Hopta. Several varieties of Hawk reside here, though most are small and dully colored. Great Owls still hunt the woods at night; their calls are said to be a lament for the lost ancient Forest. A small owl, taken to living in abandoned gopher tunnels, is known as a Barrow Owl.

Of course, there are some flying creatures in Cardolan that are not birds. Bats are common, and vampire bats have entered the lands from Angmar. Another variety of large bat, the Flying Fox, makes its home amid brambles. The Flying Fox is not nocturnal, having good eyesight and presumably a fine sense of smell in its long snout.

The last notable flying creature is actually a gliding frog known as the Grey Flyer. They are small, but carry a nasty venom in their claws. Grey Flyers are rare, living only in substantial forests, but they live in huge colonies and woe to anyone who stumbles upon their nests!



4.24 REPTILES

The reptiles of the primordial woods were, perhaps, the only creatures to welcome the destruction of the trees, for it brought out the sun. Cardolan in general, and Minhiriath in particular, has a flourishing population of reptiles, including many venomous serpents.

Nathair — This plains snake is found throughout Cardolan, growing up to six feet long with creamy colored scales. The Nathair angers quickly and will fight rather than flee once annoyed.

Nathrach — The Nathrach is an aquatic snake found in all the marshes and pools of Cardolan. It is rusty in color with broad bright brown bands, and ranges in size from three to five feet. Its venom is mild, designed to stun the small rodent that it feeds on before enveloping and crushing them. The Arnathrach is a much larger cousin that inhabits the brackish waters near the coasts.

Coireal — The Coireal is a tiny (three to six inches) snake of the deep woods. It has yellow rings on a black background. The Coireal is happy to hunt large insects and should be left alone for its venom is highly potent.

Sea Crocodiles — The fish-eating Crocodiles of the Gwathló are inoffensive when let alone, but the same cannot be said of their larger cousins. The Sea Crocodiles are uncommon which is nice, for they resemble a Fell Beast without wings. They are prone to attack smaller ships, seeking to puncture hulls with their mighty jaws, then waiting for the ship to founder. The Sea Crocodiles are thought to nest on the Rast Vorn.

Land Tortoises — Land Turtles were once common in the Gwathló basin, but they were hunted to extinction as the human population increased. A few may still be found in central Saralainn. They are very slow and inoffensive, five feet long and three high, weighing up to three hundred pounds.

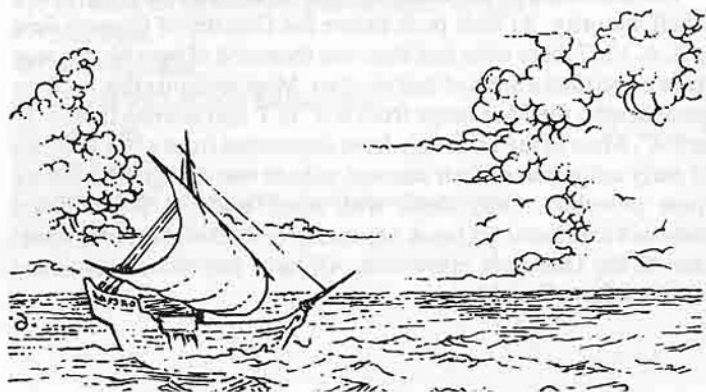
4.25 DOMESTIC ANIMALS

Sheep and Food Animals — The Men of Cardolan keep many beasts, but not a great variety of them. The most important of these is, of course, the sheep. There are two important breeds of Sheep. The common Sheep is relatively small and delicate, producing vast amounts of wool and fine meat. These Sheep are incapable of caring for themselves without Sheep Dogs and usually shepherds in the increasingly wild lands of Cardolan. The Harbdo is the result of crossing the wild Goral with common sheep. The result is a lot less wool and less tasty mutton, but also an animal that can survive unprotected in most areas in Cardolan. The Harbdo have grown increasingly prevalent over the past few centuries.

Lately, domestic Kine have been introduced from Rhovanion and Gondor, but farmers are a conservative bunch, and the Kine have not yet caught on. There are a few varieties of 'barnyard' animals. The most common is the chicken. Cardolan's Hobbits keep large flocks of Geese but they have yet to convince Men of the bird's virtues. Semi-domesticated Boars are not uncommon, but they remain very nasty creatures. Eriadorans also may keep a few Coneys. Rats are so common in human dwellings that they should probably also be counted among the domestic animals.

Dogs — Dogs are popular among the men of Cardolan, especially among shepherds and the Dúnedain. The prime breed is the Sheep Hound, a large, short-muzzled, long-haired Dog. The Sheep Hound is very loyal and intelligent, and fierce. If they are equipped with a stout armored collar, the Sheep Hound is a match for two or three Wolves. The Dúnedain also use them for hunting and as guard Dogs. Experiments in using them as war Dogs have been failures though. A smaller breed is often seen as a pet for women and children. The Dunmen's Dog is kept only by the tribal Dunlendings. They look like a large fat Chihuahua. These Dogs are sometimes used as guards or for pack-hunting, of which they are marginally capable. Most Dunmen's Dogs end up in the stewpot.

Draft and Transport Animals — The Horse has become a vital animal in Cardolan very quickly, at least as the Elves reckon things, being introduced by Northrons about 650 T.A. Fast and reliable transportation has always been crucial to the northern Dúnedain in their wide, thinly-populated lands. These Horses are very big (it has to be in order to carry a 7' tall man wearing a chain hauberk and full equipment) and very noble animals. They are often roan or black in color. The so-called Pony is actually a small, stiff-maned Horse. Notorious for being ill-tempered and hard to ride, ponies do seem to be mellowing after centuries of domestication. The aurochs has been tamed and is used as a draft animal on the main roads and for plowing in the Gwathló basin. Their wild cousins, who favor wooded regions, are still somewhat common.



5.0 PEOPLES & CULTURES

Even at its height, Cardolan was never a mighty realm, yet its borders contained one of the most diverse collections of peoples ever found in Middle-earth. The importance of trade and the later need for mercenaries brought merchants and adventurers from many lands, even those beyond Rhûn and Harad. Dwarves and Northmen from Rhovanion have come in greater numbers for similar motives, and there are the indigenous Northrons, the Eriadorans. Dunlendings, primitive and civilized form the bulk of the population, of course, and many Hobbits make their homes here, though not as many as in the later years of the Dúnedain Kingdom. The aboriginal Beffraen still inhabit the Eryn Vorn, while Elves continue to wander across the lands. The wars with Angmar have brought foul Orcs and Hill Trolls across the borders. However, Cardolan remains a realm of the Men of Westemnesse, and life here is still largely a reflection of their society and culture.

5.1 DÚNEDAIN OF CARDOLAN

The first Númenórean sailors came to the lands of Cardolan in the Seventh Century of the Second Age, and their lords maintained garrisons at Lond Daer and Tharbad intermittently for the next thousand years. Interest in Eriador then increased as the imperialists desired the tall trees of the ancient forests as masts for their vast fleets and as those most Faithful to the Valar began to flee the gathering darkness on their glorious island. These early exiles settled mainly in the lands that would become Arthedain, but Tharbad became their chief port and other Númenóreans began to permanently settle there.

These colonists slowly expanded in the Gwathló basin, despite the vicious wars with the native Eriadorans. When Elendil the Tall, having escaped the Downfall of Númenor with the remaining Faithful, arrived in Eriador, the Dúnedain, "the High Men of the West" of Cardolan were quite pleased to be included within the new Kingdom of Arnor. The early years of Arnor was very prosperous, despite the horrendous losses of the War of the Last Alliance of Men and Elves.

This very prosperity led to slowly increasing tensions among the Dúnedain of Arnor, as those of southern lands were similar in their attitudes to their kin in Gondor, a materialism that the mystically-inclined Northerners disapproved of.

Although the Division of Arnor was primarily a result of quarrels among the Princes Royal, the Lords of Cardolan were well pleased. They prospered for a time, but the internecine wars of the Sister Kingdoms and the struggle with Angmar led to the fall of the realm in T.A. 1412. Since that time, the Dúnedain of Cardolan rapidly declined though some of the old Hírdyr survive and the Dúnedain have retained their position in society (except in the Kingdom of Saralainn).

APPEARANCE

The Dúnedain of Cardolan have never constituted more than a small minority. At their peak before the Disaster of Cameth Brin in T.A. 1217 there were less than two thousand of pure blood; now there are less than a tenth of that number. Most recognizable for their great height, the Men range from 6'4" to 7' and women from 5'8" to 6'4". Most of the Dúnedain have descended from a few families of early colonists, so their unusual auburn hair and green eyes are quite prevalent. Only those with some trace of Royal blood maintain the classic jet black hair and grey eyes that are characteristic of the Dúnedain elsewhere. All have fair complexions and very few have facial hair.

The vast majority of the "High Men" of Cardolan are of mixed blood. Here it is customary to refer to them as Tergil (S. "High Men") rather than the haughty designation of Lesser Dúnedain. Most of the Tergil are descended from the intermarriages of Númenórean sailors and soldiers with native Eriadorans. Generally, they have retained their forefather's height, their foremother's blond hair, and usually can and do grow bushy mustaches. However, the clearest distinction among the High Men is that the Tergil are fortunate to live for a century, while the Dúnedain often live half again as long.

The pure-blooded Dúnedain prefer to dress in Númenórean style, with flowing robes and capes. Deep reds and dark blues are the most popular colors. The dress of Tergil depends on their social standing and can range from Númenórean robes to scruffy Hillmen hides, though arms and armor is most prevalent.

SOCIETY

Most of the Dúnedain of Cardolan belonged to the Lesser Nobility and they maintained a lifestyle reminiscent of drowned Númenor that is still seen in the Gwathló basin and along the southern Baranduin. Their rural and agricultural life centers around their great stone villas which form the centers of sprawling manors. The villas are usually built of marble or alabaster and set on hilltops. They consist of large two-storied houses with an extensive courtyard that was once enclosed by elegant pillars, and now by sturdy walls. Once the men devoted themselves to hunting and other idle pleasures while their women maintained the household with their herb and vegetable gardens. Now, the remaining Dúnedain are local warlords managing their vast folks, and the needs of the villages that have sprung up under the protection of their walls. Despite these demands the Dúnedain still keep a life of some comfort and learning. Most will know Sindarin and Northron (a northern dialect of Westron) along with a smattering of Adúnaic and Dúnnish.

The other Dúnedain of Cardolan fall into three classes — city-folk, major lords, and professional soldiers — which have largely disappeared. Most of the Dúnedain of Tharbad who tended to be great artisans and traders have found it prudent to relocate to Gondor or Arthedain. Only three of the seven great families granted extensive lands by the Kings of Númenor still retain their ancient castles, lands, and autonomy. These lands became Hírdyr or Terdyr (S. Principalities) during various administrative plans over their long history. The professional Dúnedain warriors gradually became a lower landed nobility centered in the Gwathló basin and En Eredoriath. The later have virtually all been driven from their lands since the fall of the Kingdom, while the former have either blended into the Tergil population or improved their status to that of the villa-holding Requain (S. "Knights"). The ancestors of the Tergil were fighters for the most part, and their descendants have maintained that orientation.

5.2 ERIADORANS

The Eriadorans of Cardolan are descended from the cousins of the Edain, the ancestral Enedain and the Dúnedain who did not migrate over the Ered Luin into Beleriand in the Elder Days. Without the Edain's extensive contact with the Elves, the Eriadorans remained far less advanced although they had evolved a notable woodlands culture. Later, they fell before the might of imperial Númenor in a series of bitter wars during the Second Age, a fact that few Eriadorans have forgotten.

Many Eriadorans gradually submerged into the mainstream of culture in Cardolan, but three distinct groups remain: the Rivermen of the Baranduin, the Bargemen of the Gwathló, and the Eriadorans of the Pinnath Ceren. Those who fled from eastern Cardolan into Saralainn during the troubled years after the fall of the Dúnedain Kingdom have also had a substantial impact on culture there.

APPEARANCE

Eriadorans are tall by the standards of most Men, if not by those of the Dúnedain. Most of the Men are around 6' tall and the women stand only a few inches less. The prevalent garb is utilitarian; the men favor leather or woolen pants and a tunic of light wool. The Bargemen and Rivermen favor waterproof leather coats and boots for heavy weather, while those of Pinnath Ceren favor hides, particularly Bear-skin clothing.

ECHORION HIR OF GIRITHLIN



SOCIETY

The most noticeable trait of the Eriadorans is their individualism and distrust of strangers. The Rivermen live in small villages along the Baranduin and the coast. The Bargemen and the Pinnath Ceren uphold a more traditional lifestyle which centers around the freehold. The typical freehold consists of about forty persons, about half of whom a family of Eriadorans and their close kin called the Tahaim. The rest are Marls, Eriadorans whose Tahaim has been destroyed or dishonored and who have been taken into service; there are also a few slaves.

The center of the freehold is the Bechuil (E. "Main House") which like the other buildings is built of brick reinforced with wood and stone. On the back of the Bechuil is the Cordra, a large fenced in yard for the domestic animals. There is a raised platform on the far end of the Cordra. The Bechuil is a miniature fort

sufficient to withstand casually marauding Orcs and Trolls. Only the main family lives here, the others in scattered buildings within a quarter mile of the main house.

The Teongar is the absolute ruler of the freehold as was his father before him. The honor of the Tahaim is the Teongar's highest concern, and if it is impugned he must declare blood feud. These are often long and bloody, extending long after the original offense. Even at the height of their power the Dúnedain could do little to stop this quaint custom. The Eriadorans maintain a self-sufficient home and generally see their neighbors only at Fairs or when vigorous patrols for the common defense are required. However, by strong custom any stranger coming in peace must be provided with food and shelter, though this obligation only extends overnight.

Among the Bargemen, each Tahaim maintains its own barge for navigating the Gwathló. Because of the contrary winds, and treacherous mud banks in the main channel, the barges provide the easiest means to navigate the river. Their prices are reasonable, but the service does not come with a smile. The Bargemen do cooperate in upholding a marine force to patrol the river; each Tahaim must serve in this force in a yearly rotation. Only Bargemen males sail, so their womenfolk have an unusually large say in the management of their homes.

5.3 CLANSMEN OF SARALAINN

While most of the peoples of Cardolan have ancient roots, the clans of Saralainn are a comparatively new phenomenon. After the downfall of the Kingdom, many people sought safety in the thinly populated, and less than appealing plains, of Minhiriath. Large numbers of common folk from central Cardolan, and many Eriadorans from the East arrived with little but the clothes on their backs and joined these scattered tribesmen. Conflict could have been expected, but the tireless efforts of the strange mage known as Tharkûn (i.e., Gandalf the Grey) led to co-operation and integration. Within a century a new culture had blossomed combining the arts of the tribesmen, the diligence of the common folk, and the valor and individuality of the northmen.

APPEARANCE

The clansmen of Saralainn average only about 5'7" in height, though many men are well over 6' tall. They are somewhat swarthy, coming from primarily Dunnish stock, but considerably fairer than the tribesmen with whom they share their lands. To contrast the drab landscapes of this "exalted land," the clansmen favor bright colors for their clothes, a yellow dye derived from lus is most common. The men wear Trews (D. "Pants") and a short sleeveless shirt. They top this with a long wrap, which the women also use over their long dresses. The men tend to shave, although long sideburns are popular. Virtually all clansmen know both the local Dunnish dialect and Northron tongues.

SOCIETY

The people of Saralainn organize themselves into nine clans headed by a Cean (D. "Thain") which consist of half a dozen small villages that are moved when the land plays out and two or three Torran (D. "Towers"). The torr is an odd circular fort of three of for stories in which the large hollow walls provide residence for the clansmen while the center is reserved as a refuge for the sheep upon which the clansmen largely depend. The Torran serve well against the evil creatures that raid Saralainn from the southern highlands and from the clansmen's own love of rustling.

The clansmen are famous, even in Gondor for their arts. Their bronze and silver work, decorated with intricate, intertwining animals forms, command high prices — but not so high as the oratory of their bards which even the Elves respect. The clansmen are a rowdy folk who generally ignore (and often indulge in intrigues against) their kings, but their constant internal quarrels result in few deaths. Their well-known healers get plenty of practice.

5.4 COMMON FOLK

The common folk of Cardolan are largely descended from the Dunlendings who have drifted into Eriador since the early Second Age. Most are descended from Daen folk whom the Númenóreans engaged as mercenaries and encouraged to stay during their wars with the Eriadorans during the Second Age. As it is throughout the west, the common folk do most of the farming, and herding, and provide the masses for the armies. They also do most of the suffering when times are hard, as they indeed have been in Cardolan over the last two and a half centuries. The population of Cardolan was once primarily rural but now most of the common folk keep to villages for protection.

APPEARANCE

The common folk are generally short, averaging about 5'6", with ruddy complexions and dark hair and eyes. They dress in earth-toned tunics: pants for the men and shifts for the women. They are suspicious of change and of strangers, and most speak only Northron.

SOCIETY

The common folk of Cardolan make up the bulk of the middle and lower classes in Cardolan. In Tharbad, the guild members, the laborers, and the poor (who subsist off the dole from Gondor) all come from the same stock. In the villages, it is the same with the rich peasants (who often possess more wealth than their nominal overlords), the shepherds, and the landless vagrants who are driven off after a poor harvest.

Once the common folk held the land of their village in common, but King Vandalil divided the lands to further large-scale sheep-herding. Since that time the more wily or ambitious have profited at the expense of their neighbors, a process accelerated by the troubles of the land.

5.5 TRIBESMEN

The latest in long line of Dunlendings to enter Cardolan are those tribesmen who have migrated north since the collapse of the Mountain Kingdom of the Dean Coentis in the early Third Age. These Haredain (S. "Southmen") as they are commonly known in Cardolan, have fallen into a tribal, war-like, semi-nomadic culture. A great number of tribes have settled in Enedhwaith in great numbers, and some have been allowed into Cardolan, particularly Saralainn and En Eredoriath, and Rhudaur. The tribesmen of Enedhwaith are more likely just to raid the north. The tribesmen of Eriador are usually subject to little supervision by their lords beyond paying tribute, and live largely as they please. They most often know Dunaël as their only language.

APPEARANCE

The Dunnish tribesmen greatly resemble the common folk of Cardolan, save for being a shade or two darker in skin color. The difference can be distinguished in clothing, for the tribesmen prefer long baggy shirts and loose fur or hide pants (though the women wear similar dresses).

SOCIETY

The tribesmen live in semi-mobile villages of 80-180 persons, usually made up of two or three loosely-extended families. The village consists of sod-huts surrounded by a hedge of briars. They rely on hunting and on agriculture, which is entirely done by the women. Each village is led by an hereditary Headman, the Cean, and anywhere from four to twenty villages make up a tribe ruled by an elective chief, the Ceanaird. While the women scratch out the tribes existence growing small potatoes, the men spend most of their time drinking, hunting cattle herds, poaching sheep and raiding their neighbors.

5.6 OTHER RACES OF CARDOLAN

5.6.1 NORTHMEN

Many of the ancient cousins of the Eriadorans fled over the Misty Mountains to preserve their freedom from the imperialism of Númenor. Their descendants returned as mercenaries centuries later to fight the wars of the Sister Kingdoms. These tall, blond horsemen were particularly valued by the Dúnedain, and they were encouraged to bring their families and settle permanently. Their five burhs, the hilltop fortress-towns favored by the Northmen, once defined the military border of Cardolan in the east. The collapse of the Kingdom, and the swift disintegration of the Hirdor of En Eredoriath, led most of the surviving mercenaries to return to Rhovanion. Daeron, 20th Hir of Feotar persuaded many to come to his lands, which gave him a decisive edge in the civil wars that followed the downfall of the King. The Northmen of Feotar, however, revolted against the mindless cruelties of his grandson, Gaertil the Bad, and established the peculiar situation in that principality where the people govern themselves without lords.



NORTHMAN MERCENARY

5.62 HOBBITS

In the later years of the Kingdom, Hobbits made up as much as twenty percent of the population. They are a very practical race though, and most of the Hobbits have departed for safer locals. Bree very briefly recognized the overlordship of the King of Cardolan. Many of the Hobbits who followed Blanco and his brother Marcho into the Arthadan territory that the new inhabitants call the Shire came from the river valleys of southern Rhudaur and northern Enedhwaith.

Substantial numbers are still thought to reside in these areas, but primarily those of the 'wilder families' who have not acquired some of the veneer of Dúnedain civilization. These Hobbits live in widely scattered Smials (K. "Burrows") and are equally distrusting of all 'Big Folk' be they Orc or Man. They are not seen if they do not wish to be except by Elves or the most stealthy Hillman Ranger. A few Hobbits still reside near Fennas Drunin or Tharbad. Most of the later are Stoors who serve as guides in the Swanfleet Marshes, or who serve the few Dwarven smiths who have remained.

5.63 THE BEFFRAEN

The Beffraen were most likely the original inhabitants of Cardolan. They are descended from the ancient Mebion Bron, the precursors of the Hillmen of eastern Eriador. Some have Wose blood, being gifted with night-vision and a somewhat enchanted quality. The Beffraen now live only in the area around Eryn Vorn and the woods south of the mouth of the Gwathló, though they once inhabited all the coasts of Cardolan. They came into conflict with the Númenóreans before other Eriadorans and retain a deep hatred for all the Dúnedain. Traditionally, the Beffraen have attacked any outsiders, and are still a menace to storm-tossed sailors. Of late, the leaders of Saralainn have been able to establish contact with the Beffraen and set up some limited co-operation.

The Beffraen are a hunter/fisher/gatherer culture, people with little more than stone age technology. (They have many captured weapons though.) Their tribal groups are led by a chief known as a Klag, though little is known of their organization or language. The Beffraen are adept at handling their small hide skiffs, and they must excel in the ways of the forest in order to survive the terrors of Eryn Vorn.

5.64 WANDERING ELVES

By the middle of the Third Age most of the Noldo Elves departed Middle-earth for the Undying Lands. Of those that remain, most reside in areas nigh to Cardolan: Rivendell and Lindon. It is not unusual for these Noldor to venture into the lands of Mintyrnath in "Wandering Companies." These groups are made up of from one to two dozen Elves. They know the lands extremely well and keep to secret paths and places. The Companies will be aware of all other nearby creatures, and if they are not inclined to be bothered all that might be noticed would be a distant echo of their songs. If the Elves wish to actively avoid contact, they will not be noticed at all. Although peaceful in appearance, these companies are well equipped in arms and magic; enough to deal with any contingency save a personal appearance by the Witch-king. Occasionally the Elves will befriend some Men, but the benefits of this friendship will be more spiritual than material.

GM Note: *These Elves will not become actively involved in the affairs of any mortals, such decisions must be made by their Lords. The most that may be offered is good company, a safe place to spend the night, and perhaps a very little advice, for the Elves have "other concerns." Sindarin and Silvan Elves are less inclined to this activity, but a couple*

might be found in a company. They would more likely be found in the patrols that Gaerdae, Círdan's Captain in Harlindon, occasionally sends into Minhiriath. Such patrols are even more elusive than the Wandering Companies. Generally Elves will only be encountered if one is allowed to enter their lands or if the Elven Armies have marched to war.

5.7 RELIGION

The Dúnedain of Cardolan, regardless of their persuasion, are not generally considered to be very devout. In Cardolan the Three High Festivals are carefully observed, but there are few other outward displays of religion. Given the Dúnedain's long history of intimate contact with the immortal Elves, even those of Valinor, and their direct experience of the Manifest Will of Eru in the War of Wrath, the Gift of Númenor and its Downfall, it is not surprising that they are little concerned with overt worship. The Dúnedain of Cardolan are, however, very concerned with their ancestors, as can be noted in the black obelisks set in a place of honor in their courtyards. Otherwise they are more inclined to action and less to mysticism than those of Arthedain. They hold that, as the first of the Children of Eru, they have an obligation to set an example to other Men by deed and appearance; chiefly to rally and lead all Men against the Darkness and the minions of its foul author.



The Tergil of Cardolan follow a similar, albeit lower, path. Their concern with their ancestors is often expressed in an excessive concern with their personal honor, and they are rather superstitious especially with regard to "luck." The Tergil are also inclined to honor Eru through the Valar. Especially among the warrior class it is common for the men to follow a loose cult that exalts Tulkas, while their women are devoted to Niesse. The Eriadorans tend towards an attitude that could be described as irreligious. They recognize that there are other powers in the world, but feel that their purposes are beyond the knowledge of Men. The Eriadorans are very superstitious.

The common folk and clansmen of Cardolan are usually familiar with the lessons of the Dúnedain, but they have found the need for more direct comforts, especially in these hard times. They seek to honor the Sky Father (Manwë) and the Earth Mother (Elbereth) at the Festivals and during the planting and harvest season with simple but moving rites. On a day-to-day basis, they seek to keep various benevolent and malevolent spirits appeased with charms and libations. Since many southerners arrived during the Plague Years, several cults associated with "sacred mysteries" have been making progress, and some lords rightly fear that some of these cults may be fronts for the black religion. The Dunnish tribesmen hold odd beliefs, holding that their ancient culture fell because of the death of the "old gods." Their current practices are primitive, animistic, and shamanistic.

6.0 POLITICS AND POWER

Cardolan has been a Númenórean colony, a province of Arnor, and an independent monarchy. The Princes of Cardolan, whether they have gone by the titles of Protectors, Governors, Barons, or Princes have almost always maintained a considerable degree of autonomy. In all its history, only Elendil, and Kings Thorondur and Vandalil can be said to have truly brought the Princes to heel. Thus, the current situation, where only a minority of the Princes recognize any sovereign, is not as anomalous as it might appear at first glance.

6.1 GOVERNMENT

While the Dúnadan Kingdom endured, the King's position was generally that of the first among equals among his feudal lords. The King alone had authority over external affairs and alone could promulgate laws for the land. However, the King had very little control over the internal affairs of the Princes. By refusing to cooperate, the Princes could effectively veto many of the actions of the King within his own sphere, especially military decisions. Their only explicit obligations were to pay an annual tribute and to provide troops in wartime, and excuses could usually be found to delay these duties if necessary. Therefore, Tarcil II instituted the Council of the Scepter which included all of the Princes. The function of the Council was to obtain their advise and consent. The King's Chancellor was often included in the council, and a skilled Chancellor could greatly enhance the King's prerogative, as few of the Princes had any taste for the mundane bureaucratic details of implementing their decisions.

CALIMENDIL



After the fall of the Kingdom, the office of Canotar (S. "High Commander", Q. "Kantar") combined the administrative functions of the Chancellor and the King's former position as Captain of the joint military forces of the realm. As might be expected this office did not long endure, and the Princes now honor the Gondor garrison commander and tax collector at Tharbad.

THE DÚNADAN PRINCES

Four of the seven traditional Dúnadan Princes still hold their ancient fiefs in Cardolan. Their titles date back to Númenórean times, though they were renewed by Elendil, Thorondor, and Vandalil. The Princes of Girithlin and Calantir maintain the ancient tradition that the title can only pass to a male heir, while the other principalities have had female rulers. The functions and shape of the government of the principalities have varied. In general, the Princes delegated most local judicial and administrative functions to the lower Dúnedain nobility. Now it is more common to see local military commanders or mayors exercising these functions.

The principality of En Eredoriath on the eastern march, consisting of all lands east of the Nen-i-Sûl, actually was part of Rhudaur and was a short-lived military state ruled by the exiled Prince of Ethir Gwathló in Saralainn. He was commonly an absentee ruler, living in luxury in Gondor, and concerned only with the prompt arrival of his taxes. The surviving Principalities should be considered individually.

THE HIRDOR OF GIRITHLIN

The Barony of Girithlin traditionally encompassed the north-eastern half of Minhiriath, from the Old North Road to the sea. Currently the Barony's portion of the Saralainn has been taken by the new Kingdom of that name, and a substantial chunk of the northern highland has been expropriated by the Warlord. The Barony is ruled from Balost (S. "Mighty Fort") a fortress in the highlands towards the south. The Baron has often supervised the administration of his holdings from one of the great houses the family maintains in Tharbad and Fornost Erain.

The Hir Girithlin has always been one of the richer Princes, financed by the amber beds near the mouth of the Baranduin — at least until recently, when the beds have begun to play out and no new fields have been discovered. The Girithlin family has a tradition of aggressive ambition and independence. Even now, when the Baron plays the loyal servant of Arthedain, some of his funds go out to subsidize his more unruly brethren.

Girithlin is governed with a heavy hand, and the Baron is the absolute and unchallenged ruler. The only exceptions are the Rivermen of the Baranduin who are left to fend as they please. This has ensured that the isolated amber beds remain intact, and if the peasants revolt there will be plenty of money to buy some mercenaries. The Princes of Feotar had a similar attitude, but their line is now extinct.

THE HIRDOR OF TYRN GORTHAD

The Hirdor of Tyrn Gorthad consists of a strip of territory fifty miles deep running to the south of the East Road from the Baranduin to the Nen-i-Sûl. The Baron now only controls a fraction of that territory in the southern Barrow-downs. The Baron once ruled from the beautiful town of Feagil south of Bree, but Feagil was sacked in the Battle on Tyrn Gorthad in 1409, and it has not been rebuilt. The Baron now keeps court in his fortress of Minas Malloth further to the northeast.

Because of the religious significance of these lands, the Hirdor once had a relatively large Dúnadan population. The principality was almost as exposed as the En Eredoriath, in the wars among the Dúnedain and with Angmar, and has suffered accordingly. The greatest peril has been the invasion of Undead spirits known as Wights which have been seeking to take possession of the royal dead in the sacred barrows.

Since the Wight Invasion began during the Plague Years, the Baron has been a very loyal vassal of the King of Arthedain. The subsidy from Fornost Erain supports the military efforts of the Barony, so the few subjects who dare to reside in this haunted land are little molested. There is still a fairly large Hobbit population here, most of whom live near the eaves of the Old Forest.

DOL TINARE

The lands of the Ernil of Tinare historically consisted of most of the highlands east of the Old North Road. Since the destruction of House Feotar, the Prince has acquired most of the King's lands in the northern Gwathló basin that Feotar had appropriated. Despite their ancient claims to the Pinnath Ceren, the Tinars long ago gave up trying to rule the stubborn Eriadorans who there reside. The Princes once ruled from the small city of Andrath at the very south edge of the Barrow-downs. Andrath has been ruined and rebuilt many times, but reconstruction has not been begun since its capture by the Hillman King Bruggha in 1639. Metraith (Thalion), the bustling town on the North Road virtually in the center of Cardolan, now serves as the capitol as it has many times in the past.

Except for the recent acquisitions, Tinare is not a fertile province and its lords have prospered because of their ancient right to impose tolls on traffic on the North Road. The Princes have been unusually astute in investing this income in mercantile ventures. They are the only men ever granted the hereditary right to be called Dwarf-friend. Tinare has probably suffered the least of the principalities in the troubles since the fall of the Kingdom. The Prince follows a vaguely nostalgic policy, designed largely to maintain his own autonomy.

DOL CALANTIR

The principality of Dol Calantir has always been the richest agricultural realm in Cardolan, for it contains most all of the Gwathló basin in Minhiriath. The Princes have ruled from the magnificent Argond (S. "Lordly Stone") a tower twenty miles to the southwest of Tharbad.

House Calantir is notorious for an arrogance more appropriate to the Dúnedain of Umbar. This may be because their position has depended, more than that of their fellows, on the productivity of their servants. The lands were very heavily damaged during the peasant rebellion in 1414, and with the decreasing growing season productivity has not recovered. The response of the ruler has to be more and more authoritarian and few people would be surprised by another uprising.

THE FREE CANTONS OF FEOTAR

The principality of Feotar consisted of the lands between the Anthiel (S. "Long Well") and the Nen-i-Sûl. A considerable strip of southern Feotar has been removed by the Canotar of Tharbad and Tir Tinare. Feotar nominally rules most of the South Downs, but these have been abandoned.

It was a fairly prosperous province but the former Princes obtained their wealth from their involvement in shipping. The Princes were reasonably considerate of their subjects, but notorious for their ambitions. Feotar "won" the civil war that followed the death of Queen Nirmadel, but did not obtain the crown. The third Canotar of Cardolan, Gaertil the Bad, was a psychopath whose worst terrors were reserved for his homeland. Gaertil

assassinated or exiled virtually of his minor nobles and his own family before his bodyguard grew so disgusted that they slew both him and his heir.

After Gaertil's death, there were no lords in the land, and the common people had learned to loath any noble. After a time of considerable confusion the people resolved to govern themselves. In the towns along the Gwathló, decisions are made collectively by the adult males of the communities in long unruly meetings. In the countryside the Northmen warriors and rich peasants effectively rule as a new minor nobility that is functionally little different from the system seen in the rest of Cardolan.



THE KINGDOM OF SARALAINN

The King of Saralainn claims all of Minhiriath, but actually rules only the region of the same name, the former principality of Ethir Gwathló (S. "Mouths of the Gwathló"). The capital is the port of Sudûri, formerly called Lond Gwathló, and renamed in honor of the first King's father. However, the king and his court are usually on procession, visiting the clans and tribes. The irrefusable honor and ruinous expense of entertaining the king is an effective deterrent which keeps the endemic rebellions restricted in size.

The barren lands of Saralainn attracted few inhabitants while the Dúnadan Kingdom lasted. The prince of Ethir Gwathló was mainly concerned with his tolls on traffic on the river, and allowed a few Dunlending tribes to settle in his territory for vague and rarely fulfilled promises of tribute. The population greatly grew, swelled by refugees from the north and east. The emergent culture of the clansmen of Saralainn had little use for their absentee landlord, and generally cooperated with the usurper Gordaigh Trollbane and his newly proclaimed kingdom.

The King of Saralainn has enough trouble keeping some semblance of order in his own rowdy realm. The clans and tribes owe tribute and military service to the King, but neither is easily obtained. If all the clans and tribes acknowledged him, the King of Saralainn would be, by far, the most powerful lord in Cardolan, but that has yet to occur.

THE WARLORD'S 'REALM'

During the Plague Years, the Warlord led an army of Orcs, Bats, Wargs, and Hill Trolls out of Rhudaur. They established a base in the gypsum cave complex in the south central Girthlin highlands, and unfortunately settled down to stay. Several nearby villages pay tribute to the Warlord who also keeps many slaves to farm the lands near Logeband (S. "Snake's Prison"), the new name for the caves; named for the white serpent on the Warlord's shield. There have been several attempts to squash this "Domain," but the Warlord has proven to be a crafty general, and Logeband is provisioned to withstand a long siege.

THARBAD

Although Tharbad has lost all of its glitter and most of its pride, it is still a mighty city, at least by the standards of the North. The King of Cardolan once ruled Tharbad; it provided him a power base for the control of this unruly princes. Few of the Kings had a taste for living in Tharbad, keeping to the royal compound at Thalion (Metraith). They administered the city through the office of the Mayor.

There is still a Mayor, but he serves only as a figurehead for ceremonial occasions. After the fall of the Kingdom, Gondor took an ever-increasing role in Tharbad. Now the administration of the city is in the hands of the Gondorian Canotar. Even the Canotar's effective powers are limited. The real power of the city lies in its myriad guilds. The guilds were always a potent force in the city, but in the disruption of trade, industry, and food supplies after 1409, their influence vastly expanded. Although the conflicts among the guilds (and between the guilds and the refugees in the city) keep Tharbad agitated, the Canotar finds that they must be indulged as the only means to keep any semblance of order.

Within the context of politics in Cardolan, Tharbad functions as a free city. Tharbad controls a substantial amount of land around its environs by virtue of the Gondorian soldiers of the Canotar. The Canotar maintains a bold face, but all know that he is unlikely to get reinforcements or more money from the South. He therefore tends to play a cautious game in the morass of Cardolan politics.

6.2 WARCRAFT

Warcraft in Cardolan has greatly declined since the days of the Royal Army. Then, the heavy pikemen of Cardolan, made up largely of Tergil who had followed the profession for generations, were considered the finest heavy infantry in all the Realms in Exile. In those days there was also a Royal Navy, though it could find few foes. Most of the ships were eventually were sold, a few still serve the Prince of Dol Amroth. This was a better fate than that of Cardolan's soldiers. For a time Cardolan stood in the forefront of the resistance to the forces of the Witch-king, executing campaigns and executing Orcs and Easterlings. Now, conflict is a constant feature of life in Cardolan, but it is war of pillaging villages, burning crops, and inconclusive sieges; war with little honor and no glory.

MILITARY ORGANIZATION IN THE KINGDOM

On paper, the Kings of Cardolan could gather an army of from 5,000 to 8,000 militia, 2,000 to 3,000 professional infantry, and about 2,000 mercenaries. 200 to 400 cavalry, made up of the mounted Dúnadan nobility who generally fought on foot, dominated the force. These numbers, though, depended on the degree of cooperation of their Princes. The King's own forces consisted of 600 of the finest Ragers known as the Malthoth (S. "Gold Helms"), the Kinsmen of the King, a bodyguard of about 20 Requain (S. "Knights"), and about 2,000 militia raised in Tharbad. He would occasionally maintain about 800 mercenaries organized into a banner of medium cavalry and a banner of archers. As a general rule of thumb, each Prince could raise about 400 Ragers, 300 mercenaries, 2000 militia, and 60 cavalry from among his lesser lords. The standard tactics of the Host of Cardolan was to use the militia to garrison Cardolan's fortress and to protect the army's lines of supply. The pikemen would then seek to force the foe to engage, so that the nobles could strike the decisive blow on a flank.

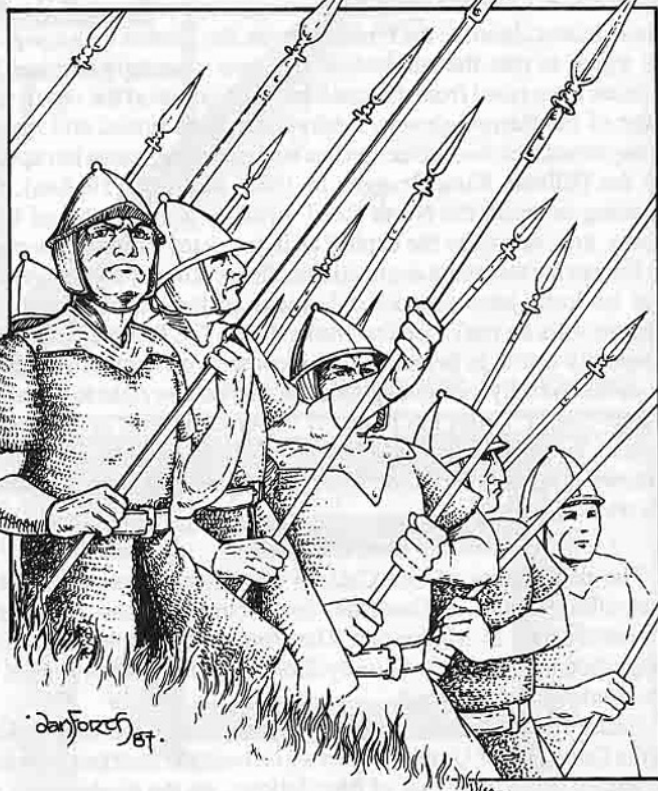
6.21 THE WARRIOR CLASSES

The warrior classes of the Kingdom still survive, though often mere ghosts of the halcyon days.

1. Ragers from Ragh Crann-Sleagha (D. "Ranks of Pikes")

The lesser-blooded offspring of the soldiers of the early Númenórean garrisons and their Eriadoran wives and mistresses were less than welcome in Númenor, so many of these Tergil took up their father's profession and remained in Cardolan. Over the centuries they became the primary military class in their lands, the steel heart of the forces of Cardolan. They also adopted the epithet hurled at them by Dunnish marauders as a title of honor.

RAGGERS



The professional pride of the Ragers was legendary, and through incessant drilling, they became the finest heavy infantry in Endor. At least it was not wise to suggest otherwise when a Rager was within earshot. Their most noted accomplishments were at the Battle of Dagorlad in S.A. 3434 when they held the flank against Sauron's Mûmakil after the rout of the Silvan Elves, and at the Disaster of Cameth Brin in T.A. 1217. There the Ragers, though exhausted by a day of desperate fighting and taken at unawares, rallied themselves and clove a path out through the hordes of Gundabad.

The Ragers slowly withered in the internecine wars of the Sister Kingdoms before the coming of the Witch-king. The last great host mustered in Cardolan was hammered to pieces in the Battle on Tyn Gorthad in 1409. Barely a hundred warriors now survive organized into the most feared and respected of the mercenary companies. The Ragh Crann-Sleagha are notorious for never having betrayed an existing contract.

The remaining Ragers still use the equipment of their longfathers (often literally). They wear a full chain hauberk and steel shod boots. The men-at-arms wear a full helm, with a detachable visor. The main weapon is a long and heavy pike, 12' long. As might be suspected the Ragers operate in very close order, and rely on an irresistible charge for offense, and the impenetrable forest of their pikes on defense. For closer quarters, the Ragers use a distinctive, short and heavy backsword that they quaintly refer to as a "knife."

2. Cavalry and Mounted Infantry

In ancient times, the lords and lordlings of Amor fought on foot beside their subjects. The infusion of fine horses by the Northmen was greeted enthusiastically, as marching was somewhat beneath one's dignity. However, the Dúnadan nobility was trained to fight on foot and horses were very expensive at first. Therefore, the tendency among the lesser lords was to protect their horses by only using them as a means to reach battle. Only the greater lords could afford the stables, and new equipment, and training necessary to fight effectively from horseback.

Cardolan never developed the heavy cavalry that became the mainstays of the Dúnadan armies of Arthedain and Gondor. The minor lords used a variety of titles including Roquen (S. "Knight"), Ereter (S. "Noble"), Ohtar-Erain (S. "Royal Warriors"), and Hir Nibin (S. "Baronet"). The mounted Dúnedain in an army were usually gathered as a strike force. Their equipment always varied but generally included shield, broadsword, and bow.

The lesser lords of the Dúnedain suffered losses at least as severe as the Ragers in Cardolan's many wars. Those who remain tend to lead their forces from horseback. There are not enough left to gather into a banner of mounted infantry as of old. The only remnant of this system is the mercenary company known as the Cruaidh Maraich (D. "The Steel Riders"). They are actually the heirs of Rhudauran exiles who entered Gondor in the 14th century, and who use the unique Rhudauran practice of having the knight's retainers accompany him into battle by hanging on to his stirrups.

3. Militia

By Law, all males over 14 years old are subject to military service when summoned by their Prince. The codicil to that law — that all males must provide themselves with weapons — is readily obeyed; however, the most popular of Princes have done well to raise a quarter of their potential manpower from the individualistic common folk of Cardolan. In contemporary Cardolan, the Princes consider themselves lucky to raise half that percentage.

When King Thorondor organized his new realm, he was well aware of the main deficiency of his armies: neither the Ragers nor the Requin were given to missile combat. He sought to repair this deficiency by establishing an organized militia force, the Yeomanry, to supplement the levy of all healthy males. The Yeomanry were to be equipped with long bows, leather armor, and a helm. Those Yeoman companies that appeared at the Fairs that accompanied the three High Festivals were paid, and there were further rewards for the winners of competitions in drill and archery. The Yeomanry were under the orders of their Prince, although paid by the King; this contributed significantly to the success of the institution. Unfortunately, the Royal Treasury could not afford this expense after the Time of Troubles. Some Princes continued the practice out of their own pockets, but the last Yeomanry, that of Calantir was disbanded during the Plague Years.

The current militia, synonymous with the former levy, are at best an armed mob, useless in a stand up fight. They are best-suited for providing muscle for the construction of siege works, and in devastating the countryside. Even for their most serious conflicts, the Princes are likely to halt the muster once 1,000 troops are collected.

4. Warbands of the Tribes and Clans

The warriors of the Dunnish tribes both in and outside of Cardolan are one of the few aspects of the military equation that has changed little over the years. The average tribe can gather about 200 warriors, the quarter of that which are experienced can be distinguished by their soft leather armor. Dunnish warriors fight with spear and a large leather shield. They also use a notoriously ineffective throwing club known as a Weeb. The tribesmen normally try to rely on their usually superior numbers to envelop both flanks of a foe. This is usually suicide against a steady and more technically advanced foe, but no better idea has yet been found.

The clansmen of Saralainn, when they are mad and/or drunk enough not to view warfare as a dangerous but amusing game, are not subtle. The standard tactic is to madly rush the foe in order to close with their deadly pole axes, which they wield with abandon. The more experienced warriors have graduated to twohanded swords. Big ones are especially popular. The average clan can muster about 120 fighters.

5. Mercenaries

Cardolan has an ancient and honorable tradition of using foreign soldiers, a practice that dates back to the Dunlending bands that served the Númenóreans in their wars with the Eriadorans. The constant wars and thin population continue to create a demand for aid, and the brave and the foolhardy provide a wealth of volunteers.

The Golden Age of the Mercenaries lasted from 1050, when the Sister Kingdoms began girding themselves for their first war, to 1409, when the Host of Cardolan withered in the Battle on Tyn Gorthad. Cardolan relied on Northmen from Rhovanion who served mostly as medium cavalry, and Dunnish Tribesmen from Enedhwaith who served as fodder. They answered the Easterling light cavalry and Orc infantry who served Rhudaur, and soon thereafter Angmar. The Northmen were particularly valued and many were persuaded to settle in eastern Cardolan. Their Five Burhs (N. "Hilltop Fort/Towns") along the Nen-i-Sûl outlined Cardolan's northeastern boundary for many years. Since the fall of the Kingdom, most of the Northmen have drifted back to their old homes, save for a large number in Feotar.

6.22 THE MERCENARY COMPANIES

The Silver Age of the Mercenaries is said to have begun in 1459 when the remaining Ragers besieged Daeron Feotar, the first Canotar, in order to collect their back pay. The success of this rebellion led many of the professional warriors in Cardolan (of whom there were less than 1,000 left) to notice that for a Prince to have any success he had to be able to capture forts. Since they were the only force capable of doing that, the Ragers and some landless nobles formed themselves into companies, loosely based on the guilds of Tharbad and sold their services to the highest bidder. This process has been often imitated but the success of the original companies has never been matched.

There are currently four major mercenary companies in Cardolan, and the power and influence of their Captain's comes close to rivalling that of the lesser Princes. The foremost is the *Ragh Crann-Sleagha*, the remnants of the Targil military class; the *Cruaidh Maraich* are only slightly less potent. Next comes the *Troich-Armchleasah* (D. "Dwarf-warriors"), a combined arms force built around a nucleus of sturdy Dwarves. Last are *Forak-Eiginn*, Forak's Violators. It is a fair measure of the depths to which Cardolan has sunken, that a Half-orc (Forak) can be a person of note in the lands, dealt with by most of the Princes whether they like it or not. Few trust Forak, though he has a record of success. He is a necessary evil because the Violators possess the only mobile siege train in the country and his henchmen are very capable engineers.

6.5 THE INSTITUTIONS

One might suspect that the people of Cardolan are an unruly lot, given the chaos of the normal political situation in Eriador. Actually nothing could be further from the truth. As a general rule, the folk are quite lawful; the trouble comes over the interpretation of the law. They also have an almost obsessive interest in tradition and ritual. Most often expressed in organizations and institutions, the best examples are the powerful guilds of Tharbad and the biannual Fairs held throughout the country. This tendency might be attributed to the diverse and multi-cultural nature of Cardolan's population, which gives rise to the desire to maintain one's roots. Lately, this trend has produced a quest for security and solace in uncertain and inconstant circumstances.

6.51 THE GUILDS OF THARBAD

A recent history of the Guilds of Tharbad is virtually a history of the city itself. The Guilds date back to the arrival of a dissident faction of the glassblowers from Fornost Erain shortly before the division of Arnor. Up to that time, Tharbad had been almost entirely a trading city whose manufacturers could not fulfill Tharbad's needs. Nonetheless, jealousy over the preferential treatment given to the glassblowers caused virtually all of the other artisans to organize their own guilds.

The glassblowers soon divided again into guilds more concerned with alchemy and with artistic merit. The lesser guilds, in turn, languished as fraternal organizations that did little more than march at Fairs and High Festivals; that is until King Tarandil reorganized the political and economic structures of his realm beginning in T.A. 1079. Tarandil was burdened with his father's massive debts from the Twelve Years War and, given the largely self-sufficient economy and the independence of his Princes, there was little prospect of the debt being repaid. Tarandil realized that his authority had to prevail, and that some commodity for export was needed. Tarandil determined that sheep (who already outnumbered the people in his kingdom) were his best option. He restructured the law regarding both the lord's and the peasant's ability to own land, and provided subsidies for the guilds that worked wool and mutton and the merchant's who sent it abroad.

The guilds soon came to rival even the power of the Hiri (S. "Lords, Barons") but their decline began with the Disaster of Cameth Brin and became precipitous until the Fall of the Kingdom. The decline in trade undermined the incomes on which the power of the guilds had been built, but also came to provide new reasons for their existence.

The devastation of western Cardolan that preceded and followed the Battle on Tyrn Gorthad led thousands of refugees to migrate to the nearly impregnable bastion of Tharbad. They gathered in Caras Gwanth, the Shanty Town beyond Tharbad's walls, though there were not enough jobs, residences, or food for them. Despite several colonizing efforts in eastern Cardolan that contributed to the rise of Saralainn the refugee population continued to grow, and tensions increased between the Old Tharbaders and the unwelcome and hungry newcomers. The guilds provided the primary vehicles for the Old Tharbaders to arm themselves against their riotous "guests".

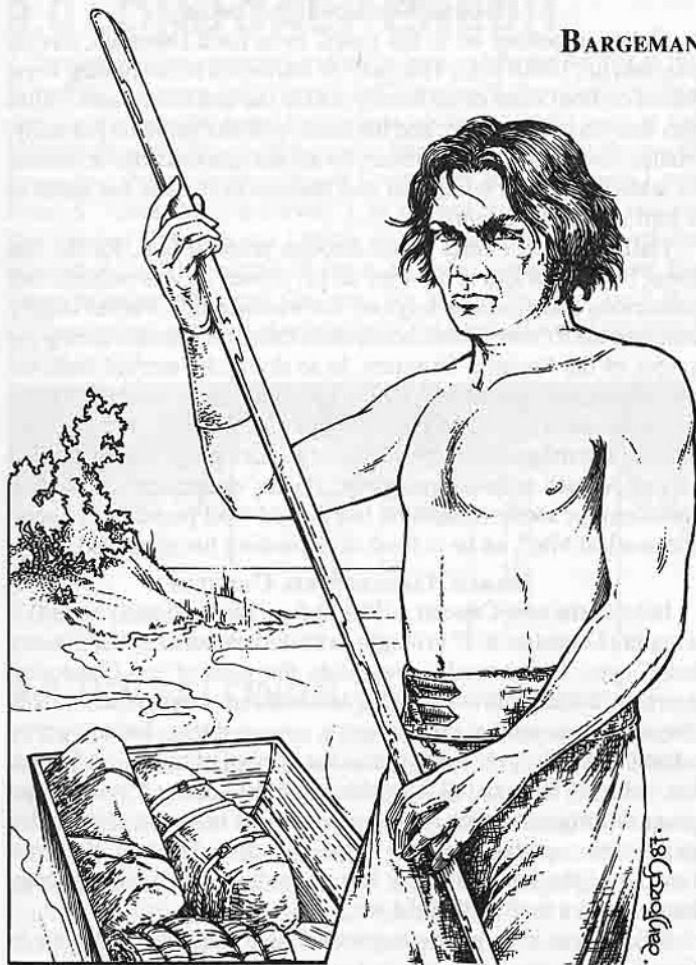
During the widespread peasant rebellion led by Lamril in T.A. 1434, the guild militia provided the bulk of the forces that defeated the peasant army. The victorious guildsmen also fell upon the Shanty Town on their return, burning it to the ground while massacring most of the unfortunate inhabitants. This led the Canotar to disband the militias but protection has remained one of the primary functions of the guilds.

THE GUILDS OF THARBAD

Profession	Cockade
Alchemists	Red, Brown, White, and Blue
Armorers	Silver with Black Center
Bargemen	Greyish Green
Brewers	Nut Brown
Carpenters	Light Brown
Coopers	Light Brown with Black Center
Dyers	Yellow
Embroiderers	Red Rose on White Field
Fishermen	Light Blue
Herbalists	Light Green
Innkeepers	Wine with Gold Center
Laborers	Grey
Lampmakers	Yellow with Blue Center
Masons	White with Grey Center
Mercenaries	Blood Red
Merchants	Purple with Gold Center
Nightsingers	Pink
Papermakers	Light Yellow
Potters	Reddish Brown
Salts/Packers	Red with Bone White Center
Seamen	Deep Blue
Shipwrights	Sea Green
Smiths	Black
Tanners	Brown with White Center
Teamsters	Orange
Traders	Gold (rarely worn)
Vinters	Wine
Weavers	Neutral
Wheelwrights	Black with Brown Center
Whitesmiths	Silver with Gold Center

NOTE: There are at least two score Minor Guilds that have official recognition but little influence. These include the: Scribes, Scholars, Cobblers, Players, Guides, Gravediggers, Farmers, Shepherds, Glassmakers, Locksmiths, etc. Each of the Minor Guilds has its own colors, always a pattern of three colors vaguely appropriate to their profession surrounded by a white border. No guilds member or apprentice is likely to be seen in public without their cockade as most guilds levy a fine for such lack of pride.

BARGEMAN



CURRENT GUILD POLITICS

With the tensions that have been growing in Tharbad since the Plague Years, the guilds have obtained an unprecedented "popularity." The guilds effectively control all economic activity in the city, and guild membership is virtually a necessity for the common folk. This is generally demonstrated by wearing a cockade of your guild's colors, though this can get one into serious trouble if the wrong neighborhood is entered. The Mercenary and the Merchants Guild's rents their colors to visitors to the city, and very few people will bother someone wearing the purple and gold, at least during daylight hours. A solitary sell-sword is always on his own.

The old triumvirate of the Weavers, Dyers, and Salters/Packers Guilds remain the most numerous in Tharbad; but for that very reason they are desperately poor, and their power has greatly waned from the time they dominated the city. All three of these guilds are fractured into rival factions which makes them quite susceptible to outside influence.

The newest, and largest guild is that of the Laborers. They are mostly refugees from the south who came during the Plague Years. They had the sense to organize in proper Tharbadian fashion, and were granted a district to live in that had been gutted in the Great Fire of T.A. 1634. Though numerous, few of the Laborers are well-fed or well-armed, a fact which curtails their influence.

The most powerful guilds are those of the Merchants and the Traders; for though relatively small, they control a great deal of money. The Merchants Guild is largely controlled by Dwarves from Moria and Gondorian ship owners. They, of course, have the greatest interest in the stability of the city. The Traders Guild has become so strong that they march in the parades of the cities during the High Festivals. Though quite rich, the Traders Guild is not all

that effective. It has come to specialize in the comparatively victimless crimes of smuggling (especially drugs), gambling, and prostitution; a certain degree of complacency has crept in.

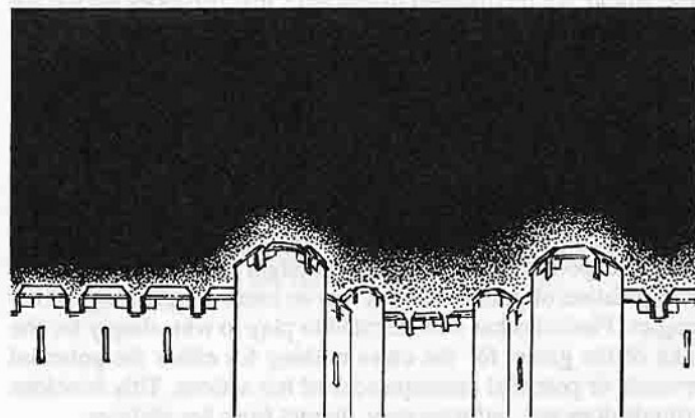
Of the lesser guilds the Bargemen Free Association and the Seers Guild are probably the most interesting. The number of bargemen in the city varies greatly from week to week and from season to season, and they generally disdain involvement in local politics. However, the Association is actively courted and deferred to, for its robust, brawling members are probably the most decisive and uncommitted factor in the local balance of power. The Seers Guild was officially disbanded in 1504, and those few members of the Alchemists Guild who knew any magics "retired." This course of action was recommended by the powerful wizard, Tharkûn (Kh. "Staff Man," better known as "Gandalf the Grey") who briefly resided in the city. Some of the leaders of Tharbad know that an underground Seers Guild still exists, but not even the Canotar or the Master of the Traders Guild knows its membership or capabilities.

6.52 FAIRS AND FESTIVALS

With its widely scattered population, the inhabitants of Cardolan have to gather to honor their deities and to conduct business. Over the years these practices have become regularized and formalized. Honorary positions, as officers and marshalls of the fairs and festivals and straightforward standards of behavior, are obeyed even by the most ragged ruffians. However, despite the rituals and the vital business dealings, the fairs and festivals are a time of partying, celebration, and joy, even though these commodities have been in short supply in recent years.

The Autumn Fair is the most important of these occasions. The harvests must be marketed, and gradually this fair has gained significance as the main exchange time for all products. Traders still gather from all over the West for the Autumn Fair in Cardolan. There are several regional fairs, but the most important is the one held at Thalion. Though there is no King, the Autumn Fair coincides with the Eruhantalë, one of the three Dúnedain High Holy Days. The Canotar now leads the prayers and parades of the people.

The festival of Harvest Home occurs shortly thereafter, when the fair goers have returned to their domiciles. Harvest Home is an entirely local celebration, as is the observance of Yule which enlivens the long winter. Life is then fairly dull until the arrival of spring which is announced by the Spring Fair. This coincides with Erukyerme, the spring High Festival. There is little to trade in the spring, so this Fair is of less economic importance. Interest is sustained by parades, and especially by the mock combat, and tournaments of the warriors of Cardolan. Only the Dúnedain and Tergil tend to observe the midsummer festival of Erulaitale.



7.0 PEOPLE OF NOTE

GM Note: *The following character descriptions are keyed to the date T.A. 1642. Character descriptions for the date T.A. 1410 are provided in the ICE adventure module **Thieves of Tharbad**. The volatile conditions in Cardolan make it difficult to supply universally appropriate non-player characters. However, these characters would reasonably approximate for the Princes during the Times of Troubles in the 13th Century of the Third Age. The circumstance of during the reigns of one of the weaker Kings of Cardolan could also be simulated by making the Gondorian Canotar into the King.*

7.1 THE PRINCES OF CARDOLAN

They are presented in alphabetical order so as to give no offense.

EÄRNIL, REGENT OF GIRITHLIN

Though not a Prince in name, Eärnil rules Girithlin in the minority of his nephew, Echorion Hir Girithlin. Eärnil is on of the few modern Dúnedain who approach the height of their ancestors, standing 7'3" tall. He has the martial skills that might be expected of a man of his size; and he is bold and forward in battle, although he is approaching his later years. Eärnil is a man of simple yet refined tastes; poetry is his favorite hobby. He is an unmistakable figure on public occasions, noted for his brooding crimson robes, and his refusal to hide his balding pate beneath a convenient helm. Eärnil has picked a few bad subordinates, but his subjects hold him to be a fair, if occasionally harsh master.

For all his manifest virtues, Eärnil is at least the most conniving, if not the most ruthless of the Princes of Cardolan. He has effectively managed the principality since his youth, something that his more relaxed father and elder brother rarely noted. Eärnil has never been directly implicated in any treachery, but he has lived too long not to have had the rumor mill catch up with him. He is no longer trusted by anyone except, perhaps, his nephew. Although Eärnil was once content to rule from the shadows, he has grown to like the trappings of power during the regency. It is unlikely that Echorion will reach his majority if Eärnil does not predecease him.

FINDUILAS III, ERNIL OF DOL CALANTIR

It is not all that unusual for either women, or mages to have ruled the principalities of Cardolan, but Finduilas is the first ruler to have been both. She is in her early adulthood, on the short side for a woman of pure blood, and rather plain, though it is said that when she unveils her light green eyes they pierce one to the soul. Finduilas appears to be very self-absorbed; she is quite content to leave the day-to-day administration of her realm to her subordinates. This allows her further time to study her magics, and to plot. She would not be troubled to discover that her aides pursue the same oppressive policies that characterized her forebears. In most things, Finduilas is a traditionalist, favoring an archaic style of robes that does little to complement her face or figure.

Finduilas has been considered a relatively minor factor in the politics of Cardolan, a status that is about to change. Having mastered the diminished knowledge of the Essence that was available in the North (and having been found to be too eager a pupil by several Elvish masters and wizards), she finally took an interest in politics. She found to her delight that the balancing and manipulation of political forces was an interesting analogy to her magics. Finduilas has now decided to play to win, simply for the sake of the game, for she cares nothing for either the potential rewards or potential consequences of her actions. This frivolous attitude does not, unfortunately, detract from her abilities.

HALLAS, ERNIL OF DOL TINARE

Hallas is getting on in his years, even for a Dúnedain, having reached his 164th year. This may be attributed to his having royal blood on both sides of his family, but in the last three years Hallas has lost his muscle tone, and his teeth, and has gained a pot belly. Hallas now wears his nightshirt on all but unavoidable occasions of state. His wispy white hair and rheumy eyes belie his status as a lord of the Dúnedain.

Hallas does not cling to life through pride or fear, for the one thing he has not lost is his wits. In his prime, he was ruthless and avaricious and almost always on the winning side. Hallas largely restored the fortunes of his house from the nadir reached during the reigns of the Feotarin Canotars. In so doing, he strayed from the paths of righteousness many times and Hallas has determined to do one good deed before he dies. Ever practical, he has two options: ridding Cardolan of the Warlock, or restoring the ruined festival city of Arnach to its former glory. Hallas' determination is often mistaken for senile obsession, but the old wolf probably is "good for one last bite", as he is fond of reminding his impatient heirs.

IMLACH HARDADRIMRIS, CANOTAR

Imlach, the new Canotar at Tharbad (as he is officially styled) is a mature Dúnedain, 6'2" in height, with dark auburn hair, and merry hazel eyes. He generally dresses in the garb of the Gondorian garrison, a chain shirt over a simple white tunic and breeches. This displays the scars that crisscross his arms and legs. Imlach's only adornment is the gold mace that is the symbol of his office. Imlach has sold off the palatial furnishings of the former Canotar, and given the proceeds to the refugees that swarm in the city. He resides in a simple, spartan chamber in the Ryncaras Tharbad, the main fortress of the inner city. He is a grim man, but he has an easy humor, and a ready, if ribald wit.

Imlach was born a simple yeoman near the town of Linhir in Gondor and joined the army when his father lost the farm gambling. Imlach made steady progress through the ranks, and happened to be noticed by the Prince of Dol Amroth as he rescued two comrades from a burning Corsair galley. Imlach was knighted, and again found himself in the wrong place when his troop was at an outpost that the Haradrim descended upon in great force. The command of the garrison fell to Imlach as all the other knights and infantry commanders fell, and the outpost held on for eight days, as Imlach personally slew 23 of the Southerners. This stand was later discovered to have saved the army and the Crown Prince from a terrible ambush, and Imlach became a hero. He was still a peasant, though, and did not fit in with the court at Minas Tirith. When the previous Canotar at last grew disgusted with his post, it seemed a likely spot to dispose of him. Imlach is utterly unprepared for this assignment, armed only with a sense of fair play, common sense, and an infallible courage.

KING LANAIGH OF SARALAINN

King Lanaigh's great-greatgrandfather was Gordaigh Trollbane, a man of unknown lineage and unlimited ambition, the founder of the Kingdom of Saralainn. Though Gordaigh was a stranger to his realm, Lanaigh is fully acculturated as a clansman. Lanaigh stands 5'9" tall and has deeply-tanned skin and a mop of black hair, which can conceal his gaudy golden crown when the wind is blowing. Lanaigh is not nearly as accomplished an orator as he thinks he is, although he's somewhat accomplished. Lanaigh is boisterous: one of his unfortunate but favorite pranks is to throw stillborn lambs out of upper-story windows at people. He has a fast and hot temper, but it passes as quickly as a thunderstorm.

Lanaigh is no fool, however, for he is exactly the kind of ruler that his people desire — one who will wrestle in the mud with you and buy you a keg of ale if you win. There have probably been more rebellions in Lanaigh's reign than in that of any of his predecessors, but only one has been serious: that of the False Kennegh, in which the Beffraen participated. When sober, Lanaigh is an astute politician, which has been necessary for his realm to prosper in its peculiar fashion in the dangerous lands of Cardolan.

PELENDUR



PELENDUR HIR TYRN GORTHAD

In Pelendur we come at last to the ideal of a lord of the Dúnedain. An impressive man with jet black hair and grey eyes, he could pass for one the Kings of old. He stands 6'7" tall and is almost always found in the burnished cuirass and greaves that are an ancient heirloom of his family. There is a definite weariness in his bearing and his eyes though, for Pelendur bears a heavy burden. He guards one of the most sacred lands in Endor, the tombs of the Kings of the Edain — dating back into the dim mists of the Elder Days — against the horror of the wave after wave of undead spirits that seek to take possession of this hallowed ground.

Pelendur is a soft-spoken man who treats King and Cotter with equal honor. He participates in the intrigues of the other Princes as he must to maintain his charge, but this distresses him. A master of ancient lore and languages, he is clearly the Prince held in highest regard by the Elves (which is no slight honor).

THE WARLORD (ARDAGOR)

Not all of the hideous experiments in Dol Guldur conducted by the Necromancer (Sauron) were as successful as those that produced the Uruk-hai and the Olog-hai. The Warlord is one of the failures, an abomination, the result of mixing Troll and Elvish seed. As had been intended by his maker, the Warlord is a lover of cruelty and dark learning. He is both a fearsome warrior, as is widely known, and a passable sorcerer, which few suspect. He also has a pathological hatred of Orcs, and when seeing one will fall upon it and rend it to pieces. This could have been merely a humorous foible, but the Warlord could not restrain this habit even when in the presence of his Dark Master. He was therefore sent to the Witch-king. The Witch-king at last found a use for him when a batch of Hill Trolls proved unamenable to military discipline. The Witch-king gave them to the Warlord and unchained the lot in the general direction of Cardolan. This has proven far more useful than expected.

7'8" and black of skin, the Warlord's body and limbs are finely proportioned, but his face and head are as misshapen as that of the ugliest Troll. He wears a stout iron ring around his neck that is imbued with the permanent illusion of a black horned helmet. The Warlord is a skilled negotiator and, sad to say, has secret dealings with many of his fellow Princes.

7.2 NORTHERN CARDOLAN

ECHORION HIR GIRITHLIN

Echorion is three years shy of 27, his majority. A man of little natural charisma, unimpressive in height or physique, he compensates with his refined bearing. Echorion has spent most of his life as a hostage in Arthedain, and he has become deeply steeped in the mystique of the Requain Erain. Echorion pictures himself as a Knight Errant, with the quest of destroying the evils that infest Cardolan. He is, however, a man of considerable intelligence, who is likely to quickly absorb and adapt to the reality he will find, if he ever succeeds in becoming Baron.

MINASTIR,

ARTHADAN COMMANDER OF THE SOUTH

Minastir is the third son of King Argeleb II of Arthedain. Knowing that he would be unlikely to be called to rule, he has devoted himself to a military life. He has risen quickly through the ranks and is very happy in his first independent command. Minastir has terminated his predecessors' policy of remaining on the north bank of the Baranduin except during interventions. Minastir is hasty to lead his cavalry down across Sarn Ford at the rumor of bandits menacing the North Road. This has done a great deal to improve order in north central Cardolan, but several of the Princes have hopes of exploiting Minastir's hastiness.

Minastir prefers a simple green rangers garb when he is not in battle. His 6'7" height is not unusual for one of Royal Blood, but he has tan skin and sports a hint of an unfashionable mustache (of which Minastir is inordinately proud). His unusual appearance caused much unfortunate and false gossip when he was a baby. Minastir is a man of manners who is respected by his men and is becoming a hero to the local peasants. He holds a singular dislike for Eärnil of Girithlin.

AETHELAN, JAN'S SON

Although Aethelan has no rank above that of any of the other freeholders of Pinnath Ceren, he commands great respect and is the closest thing the Eriadorans have to a leader. Aethelan is no friend of the Dúnedain or of any strangers. He is, however, a man of honor who reveres the dead buried in the Barrow-downs, some of whom are his own distant ancestors. Aethelan initiated the sale of Haruella to the Dúnedain of Tyrn Gorthad, and allowed his son to war with them for a summer. This example has been followed by a good number of his peers.

Aethelan is a great barn of man. Though he stands only 5'11", he outweighs most Dúnedain, and hardly an ounce of his body is fat. He is entering his old age, but he is still hale and can wield his ax with a fury. Aethelan can not be mistaken, for his beard has retained its black color while his hair has turned as white as snow.

PELENWEN

The twin sister of the Hir Tyrn Gorthad, Pelenwen is considered the most beautiful of the women of Cardolan. She is also the most eligible, for her brother has not married. This ignores her intrinsic virtues as an accomplished cleric, skills that are desperately needed in the Barrow-downs. In her own way, Pelenwen is as devoted to the realm as is her brother and she is not inclined to marry.

As noted Pelenwen is lovely; her skin is very fair which offsets her black hair, which is usually braided and falls below her waist. Shy, her quiet manner adds to her beauty for many. She stands an elegant 6' tall, and favors simple white dresses. These qualities belie her grit and determination as Pelenwen often accompanies forays against wight-infested barrows.

SHERL, ORACLE OF THE BEFFRAEN

Little is known of Sherl to the outside world, but she is the first person in many generations capable of instilling any common purpose to the Beffraen tribes of Rast Vorn. Sherl demonstrated an extraordinary visionary power that is greatly revered among the Beffraen. Though Sherl is a woman, her's is a male profession, and Sherl has been raised as a male and is treated as such on all occasions. Sherl has a persistent and troubling foreboding of some dire future peril in which the Beffraen must cooperate with outsiders. She therefore provides some assistance to the False Kennegh. Kennegh was a half Beffraen son of the third king of Saralainn who led a major revolt. The False Kennegh is a Half-orc who claims to be the original Lord of his adopted folk. Sherl provides him with just enough aid to continue his operations, in order to learn more of the strange world beyond the Eryn Vorn. No stranger has been allowed to see Sherl and live to describe her appearance.

7.3 SOUTHERN CARDOLAN**DAGOBERT, STEWARD OF CALANTIR**

Dagobert appears to be ranked among the common folk, but he claims a trace of Dúnanan blood. Dagobert is noted as the finest dresser and most elegant gourmet in Cardolan. He is over indulgent in both areas and has grown exceedingly fat. Dagobert plays the fawning sycophant, though he has a steel trap for a mind, and is the greediest man ever to hold such high office. His terror tactics extract a tax rate three times the none too low norm in Cardolan, but less than half that amount reaches the princess' coffer. When Finduilas took an interest in governing, she soon discovered Dagobert's malfeasance. Although she respects his skill and his gall, Finduilas allows Dagobert's corruption to go unabated, since he will be a useful scapegoat if her plots go awry. Dagobert suspects neither the guile nor the intelligence of his mistress.

FIOREL, THE MACTOSH OF MACTOSH

Fiorel is the cousin of King Lanaigh, and the Chieftain of the Royal Clan. He is in almost every way the opposite of his kinsman, reserved and cautious. Fiorel has been the steady hand at the helm while his cousin is off carousing, and he oversees most of the financial and external affairs of the Kingdom. Although exceptionally loyal, he is nonetheless nursing a grudge for the still painful burns he received when the King threw him in a kettle of stewing mutton. He might now be compromised, but Fiorel engrossed with his deep concerns about the unrest among the southern refugees in Sudúri.

Fiorel is undistinguished in appearance, standing a mere 5'4" tall, with dirty blond hair and a bad complexion. He likes to wear Númenórean robes, and does so whenever affairs of state will permit. Fiorel lacks the strength to wield a pole axe or a two-hand sword, and he is also cursed with a high-pitched nasal voice, yet those who have insulted him have discovered that he is quicker than a cat. He wields a dagger in each hand with equal skill. Few of his foes have been lucky to escape without the loss of at least an ear.

OLBY

Olby is the leader of the unrest in Sudúri. A refugee from Osgiliath, he fled north during the Plague. He stands 5'7" tall, with closely cropped black hair, and generally appears in the attire of a well off townsman, but he has been known to wear royal robes or armor. Little is known of his origins, for Olby caught the Plague and passed into a strange delirium. He now believes that he is Turin, the dead son of the deceased King Telemnar of Gondor (both perished in the Plague). The best guess is that he was a minstrel, for he knows something of ancient tongues and is an awesome public speaker even by the standards of the clansmen.

DAGOBERT

Olby's total ignorance of the use of arms obscures his explanations of his altered appearance: that is that he was bewitched for his protection. Olby's mission is to save the Gondorians still in the North from their "oppressors" before he returns home to reclaim his crown. There is no lack of refugees happy to take advantage of Olby's delusions and abilities.

BEMAKINDA

Bemakinda is descended from the ancient Northron mercenaries of Cardolan. He is moderately tall 6'2", and is rarely seen in anything but his short hauberk of silvered mail. Bemakinda is growing old and his long, once golden locks, are fading to white. Bemakinda served as the leader of the forces of the cantons of Feotar in their wars against encroachments of Tinare and Gondor. His success can be measured by the relatively small territories lost by the sometimes anarchic levies of Feotar. Bemakinda lost all his sons in these wars, and the rest of his kin during the Plague Years. He has retired to his small house in the countryside and no longer plays a part in local affairs. He remains the person to whom the cantons will turn in a crisis, and retains his reputation as the finest swordsman in Cardolan.



7.4 THARBAD

ERATIL, CHAMBERLAIN TO THE CANOTAR

Imlach's greatest misfortune to date, is that Eratil was not replaced as Chamberlain when he took office. Eratil is a native of Tharbad, the heir of a Ragger lieutenant disgraced for cowardice several generations ago. Eratil is an imposing figure, who with his fine clothes, dark hair, and height could easily pass for a pure-blooded Dúnedain. Eratil also does not lack for sang-froid as he provided much of the muscle behind his father's rise as Chamberlain. This office oversees taxes in Tharbad, and has been very lucrative for Eratil.

Eratil has maintained excellent relations with smugglers and the Traders Guild, being unpopular with the masses. This might be expected but Eratil made graft a way of life in the city. He has a reputation as a survivor, although he is allowing his antipathy for Imlach to interfere with his effectiveness.

CRAIER, GUILDSMASTER OF THE MERCHANTS

Craier is a Dwarf of middle years who established his great influence in the financial affairs of the city while it was largely abandoned. He was born in Moria, but after having taken many caravan journeys to Tharbad, decided to take up residence among Men. Craier keeps an austere house and dresses plainly though his bodyguard of 12 sturdy Northmen are splendidly equipped. They often serve as Craier's enforcers for his primary business is moneylending. Craier will finance virtually any venture for enough security and interest. He has become a leading owner of lower class properties, something he takes some efforts to conceal.

The Merchant's Guild now consists of six major firms. Their owners, often known as the Merchant Princes, can be as competitive and unprincipled as the regal Princes of Cardolan. The Merchants, however, possess a better sense of their common interest, and their guild has proved an excellent vehicle for collective action when it is required.

NEBURCHA, MASTER OF THE TRADERS GUILD

Neburcha arrived in Tharbad nine years ago as an escaped galley slave, a native of the faraway land of Khand. His knowledge of exotic poisons and his exceptional ability to scale walls led to his acceptance into the Guild. Neburcha advanced rapidly in the Guild, assassinating the previous master two years ago and frightening off his rivals. Neburcha is currently deathly ill, for his rise to power was fueled in part by his constant consumption of the many narcotic substances that pass through Tharbad. The Guild's chief Healer feels that Neburcha will either have a complete recovery or linger another week or so before dying, more likely the latter. His lieutenants are preparing themselves for the next struggle for leadership, and the Guild is in a temporary state of disarray.

ROGETH, SPOKESMAN OF THE LABORERS GUILD

Rogeth is Finduilas's foremost agent in Tharbad. He is of the local population, a cheerful fellow with considerable charisma. Rogeth generally wears disguises when working, and when acting for the guild. The Laborers are the largest and poorest of the guilds and their leaders have suffered a high attrition rate, since their potential power is greatly feared.

Rogeth's parents died in a riot against the Gondorian garrison. This was an accident, as these struggles rarely result in deaths. Regardless, Rogeth hates the Gondorians and has vowed to see them drive out at any price. The Laborers have been cozening up to the new Canotar, while other agents ply the Dyers, Potters, Teamsters, and Tanners with drink, money, and weapons. It is hoped that, with the sudden switch in sides, Rogeth can act decisively.

FARADIL TINARE

Faradil is one of the few Dúnedain of Cardolan to still reside in Tharbad. Faradil is an average specimen of Dúnedain manhood, standing 6'4" tall, with dark brown hair and eyes. He generally wears robes in the city with a sturdy surcoat of mail underneath. His allowance from his uncle allows him to maintain one of the larger personal bodyguards in the city: 30 well-equipped southerners, solid street fighting men.

Faradil has a mercurial personality. He was one of the staunchest supporters of the late, lamented Argil. He is also currently exiled in Tharbad to escape the wrath of his uncle Celedur, the presumptive heir to Dol Tinare. (Celedur uncovered Faradil's plot to poison him.) At times Faradil can be expansive and open, and his parties are said to be the best that Tharbad has seen in many years. He can also sulk in his unlit chambers for weeks at a time, and is considered too moody to be relied on in the intrigues of the city. Still, the forces at his disposal make him a key player.

AELFRED, CAPTAIN OF THE BARGEMEN GUILD

Aelfred is an intimidating Northman, standing 6'3" and weighing over 300 pounds. His head is topped with a shocking mass of bright red hair. Known to be the only man in Tharbad who does not wear armor or carry weapons, his strength matches his girth. He is said to have stove in the sides of a palanrist (large ship), whose captain had cheated his crew with a single kick of his beefy legs. That may be an exaggeration, but nobody seeks to trouble him.

Aelfred is nearing the end of his term as captain of the guild. He has grown to loath Tharbad in the past 11 months, although this may pass once he returns to his beloved River Gwathló. Aelfred has gotten cranky lately and has chased away most of the messengers sent to him. Ten barges are now in port, in anticipation of the reopening of shipping lanes to Gondor reopen. Therefore, Aelfred commands a military force potentially as strong as the garrison. No one knows how he will react to the incipient uprisings, but the odds favor non-intervention.

7.5 MERCENARY CAPTAINS

TARHAD, THE RAGH CRANN-SLEAGHA CAPTAIN

Tarhad is a Targil of average size, 6'1", with the standard blond hair and mustache. He is notable for his striking blue eyes, and his booming voice. He is always in a fine set of Elven half-plate armor.

Tarhad enjoys his work, having most of the trappings and power of a lord of Cardolan and far fewer responsibilities. The petty wars inflict few casualties among his troops, and both pay and plunder are usually good. Tarhad's one vice is his excessive attention to women. So far his sub-commanders have kept him from getting into trouble, but Tarhad has a hankering to test Pelenwen's virtue.

DAEROS RHUADINOR, THE CRUAIDH MARAICH CAPTAIN

Daeros is a pure blooded Dúnadan of middling age. He is most easily recognized by the black patch over his right eye, lost to an Orc arrow many years ago. He also has a pronounced widow's peak, a distinguishing characteristic of the Royal House of Rhudaur. Daeros is an man of learning and epicurean tastes, though he prefers Hillmen hides when dressing casually.

Daeros has the best surviving claim to the crown of Rhudaur. He long dreamed of recovering these lands, but such hopes went up in smoke during the Plague. He has grown reckless, and many of his soldiers fear that he is seeking an honorable death in battle.

KHANLI, THE TROICH-ARMCHLEASAH LEADER

Khanli is a Dwarf of the Ered Luin, the Blue Mountains to the northwest of Cardolan. He was raised in poverty, and his success as a captain has prompted him to acquire fancy armor, which has to be often let out to contain his expanding girth. Khanli has a nasty scar on his forehead, the gift of a tribal warrior's spear, and is noted for his fierce black eyes.

Khanli is noted for being extremely hard to get along with. He is actually easy-going by nature, but his burst of rage often excuses the Troich-Armchleasah from heavy fighting. Khanli has to be cautious, since there are few of his kinsmen to replace any losses. No Dwarves of Moria will join him given their prejudice against the Dwarves of the Ered Luin.

FORAK, THE FORAK-EIGINN CAPTAIN

A Half-orc, Forak is considered quite handsome among his own folk; but the standards of Orcs are not well regarded outside of their dens. Forak generally wears an enveloping cloak and a full helm to avoid giving offense. He survives mainly because of his fast tongue and his vast knowledge of siegecraft. Widely and falsely regarded as an agent of the Witch-king, most of the powers of Cardolan have still required his services at one point or another.

Forak's home lies in the Withered Heath. He was given as tribute to the Witch-king while very young and received his training at Carn Dûm. His unit of engineers was involved in an unsuccessful siege against some rebellious Hillmen, but the mercenary general blamed the siege engineers and the Witch-king ordered them executed "in order to encourage the others." Forak's unit was selected for the sacrifice, and Forak led their desertion. The knowledge that they will be tortured to death if they fall back into the hands of Angmar has stimulated his Orcs to great efficiency and faithful service.

8.0 THARBAD

Rising out of the fenlands of the southern Swanfleet Marshes, the City of Tharbad is the greatest surviving work of the Númenóreans in northern Middle-earth. The tendency of the buildings and walls to sink slowly back into the muck, challenged the efforts of innumerable engineers over countless years. This effort was abandoned many decades ago; decay in both the appearance and spirit of the city has become readily apparent.

8.1 OVERVIEW

Tharbad was once a proud manufacturing and trading center, but its fortunes have declined with those of Cardolan. The home of 25,000 people little more than two centuries ago, it has only recently recovered to a population of 17,000, if recovered is the proper word. The wool industry and overseas trade have not revived since the fall of the Dúnadan Kingdom. Tharbad and its people now survive primarily because of its strategic importance. Arthedain, Gondor, and even Moria find it prudent to send food shipments for distribution to the poor and unemployed. In spite, or perhaps because, of their reliance on these doles, the people of Tharbad have become increasingly unruly and riot-prone. Now, the city is effectively ungovernable, although some semblance of order is maintained by the presence of a Gondorian garrison.

8.2 THE CITY PLAN (see center insert)

Tharbad sprawls across the artificial hill on which it rests, in notable contrast to the orderly layout of other Dúnadan cities. Most other Númenórean settlements were deliberately laid out to follow careful plans, while Tharbad has grown up from a single tower in a irregular series of expansions. Despite the influx of refugees, however, the port's settled areas are shrinking.

The most notable feature of the city are the twin bridges, the Iant Formen (S. "North Bridge") and the Iant Harnen (S. "South Bridge"), that span the mighty river Gwathló. The city has grown up onto the bridges, and they now present a ramshackle appearance, though their daunting immensity still suggests the efforts that went into building them. An even more enormous dike, the Rammas Nin (S. "Water Walls") protects the city from the surrounding marshes. The defenses of Tharbad rely upon the inability of any enemy to build siege works in the fens, so the walls that surmount the dike are thin and short, and often ill-maintained.

Tharbad is also unusual for its Chiraint (S. "Canals"). The canals were built to serve as an alternative to the city's crowded streets, and they once bustled with commerce. With the decline of trade, though, the inter-connections of the canals and the river have been neglected. The annual spring floods bring clogging silt, and many canals have become little more than open sewers and dumps.

THE SOUTH BANK

Although recently built, the South Bank is the oldest section of the city. The Annon Harn (S. "South Gate") stands on the site that Eldacar constructed a tower here back in the Second Age. The South Bank is the bastion of The Weavers' and Dyers, Guilds. Most of the Gondorian garrison resides here, as do most government offices. This has tended to make the better homes here popular with the city's merchants.

THE ISLAND

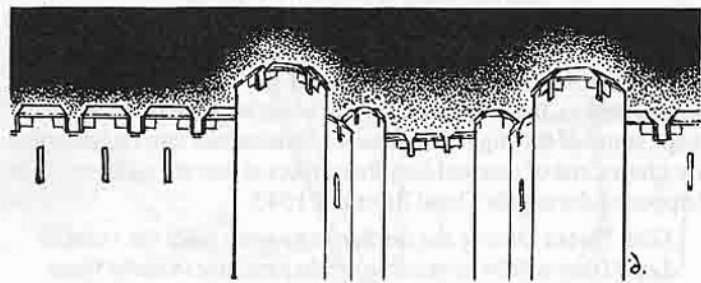
The districts in the midstream of the Gwathló are generally known to the people as simply the Island. This is an accurate reflection of the island's importance, since it is the commercial and mercantile center of the city. Expansion to the Island began in the middle of the Second Age with the construction of the now-ruinous fortifications on the northern end. The northern end is now the undisputed domain of the Thieves (Traders) of Tharbad, as the southern end belongs to the Bargemen. The central section is neutral ground as all factions realize that business must continue.

THE NORTH BANK

The North bank is the newest section of Tharbad, having been built by Prince and then King Thorondur in the ninth century of the Third Age. The east end of the North Bank is now the strong hold of the lesser Guilds, the Salters control the riverbank, and the Laborers hold the scarcely rebuilt west end. The central area of the North Bank is probably the safest area for travelers.

9.0 LOND DAER ENEDH

During the late summer, and midwinter, when the waters of the Gwathló ("Gwathir," or "Greyflood") are fairly clear, sailors often can discern regular stone formations under the water nigh to the south bank of the mouth of the river. The old salts among them will know that these are the ruins of Lond Daer Enedh (or just Lond Daer; S. "Great Middle Haven"), an ancient Númenórean seaport that rivaled Pelargir and Umbar in the middle centuries of the Second Age. The moral of most of their yarns is that of the overwhelming power of the seas, for as can be seen, only this colossal wreck remains as reminder of the great efforts of the proud Kings of old.



9.1 VINYALONDĒ (see front inside cover)

The first construction at Lond Daer was begun by Anardil Aldarion, then the Crown Prince of Númenor in T.A. 777. Aldarion was a great friend of the Elves of Lindon, but their harbor at the Grey Havens were hard pressed to hold his mighty vessels. Aldarion also feared, alas correctly, that some new evil was arising in Middle-earth. Aldarion wished to have an impregnable base nigh to the Elf-lands in case the Númenóreans had to take up the struggle of the Edain, their forefathers of old. A port at the mouth of the Gwathló was an obvious choice for his bastion.

Aldarion chose a small bay sheltered from the full force of the sea by a mudbank as the site for his endeavor which he named VinyalondĒ (S. "New Haven"). Aldarion erected lighthouses on a small rocky islet near the mudbank and on the western promontory that formed the bay, and raised an earthen rampart to seal off the eastern promontory. His men built docks, but the greatest efforts went into the construction of the Bar-en-Uinendil (S. "House of the Venturers' Guild").

Aldarion knew that the greatest needs of a Númenórean expedition to Eriador would be provisions — naval stores, food, and arms — so his primary concern was to build a unassailable fortress where these could be prepositioned. The result was the Bar-en-Uinendil which was one of the largest fortresses ever built by men. Aldarion knew the strength of the ocean, and he built this castle with great sloping basalt wall on the seaward sides to resist storms. An elaborate drainage system was provided so that the twin towers on the landward side would not be overwhelmed by the waves that surrounded the fortress. A busy little city gradually grew up around Aldarion's defenses. Soon a palisade had to be erected to protect the new town that arose on the western promontory.

Sadly, Aldarion had very poor relations with his daughter Tar-AncalimĒ, who became the first Ruling Queen of Númenor when he retired. In S.A. 1078 a hurricane devastated all of VinyalondĒ save the Bar-en-Uinendil. AncalimĒ had always opposed the entanglements with Endor that her father had built, and she used the storm as an excuse to abandon the fortress. Without repairs and maintenance, the proud towers gradually were swept away.

VINYALONDĒ IN S.A. 1076

- 1) The main seawall of the Bar-en-Uinendil.
- 2) The main gate into the fortress, defended by two silver bastions.
- 3) The Westerly Tower, seven stories of gleaming alabaster with two basements.
- 4) The Easterly Tower, twin to the Westerly, only in black marble.
- 5) Garrison houses and apartments for the Venturers.
- 6) The Long Quay, built of stone.
- 7) Wooden piers.
- 8) The outer earthen rampart, surmounted by four wooden towers at its entrances.
- 9) The shipyards.
- 10) Market district.
- 11) Residential district, home to Dwarves, Elves, and Eriadorans.
- 12) The Warehouse district.
- 13) The Lighthouse on the Rocks.
- 14) The Dune Lighthouse, these define the main channel into the port.
- 15) The wooden Palisade that defends the New Town.
- 16) The dunes of the outer shore.
- 17) The Dunnish residential district.
- 18) The Dockyards of the New Town.
- 19) The wharfs of the New Town.
- 20) Aldarion's Villa about a mile to the east.

9.2 LOND DAER (see front inside cover)

Almost 600 hundred years after VinyalondĒ was abandoned, another Crown Prince, the future Tar-Minastir, saw the wisdom of his forefather's policies. The coastline had changed, and Minastir centered his new city, Lond Daer, around the site of Aldarion's house: Lond Daer was scarcely completed 56 years later, when it proved vital to the success of the Númenórean expedition that crushed Sauron's invasion of Eriador in S.A. 1700.

Minastir had to create an artificial harbor for his new city which he accomplished by the construction of two huge breakwaters. He felt that Lond Daer might be subject to a formal siege, and provided the city with mighty walls. The most arresting feature of the city was the fortress of Minas Mellon (S. "Tower of Friendship") placed atop a mighty two-stepped pyramid. However, Lond Daer was most renowned for its so-called Floating Avenue. Minastir had decided that the docks should all be floating in order to better resist the power of storms. The greatest of these piers soon became the location of numerous homes and businesses and the Floating Avenue became famous as one of the wonders of Númenórean engineering.

Lond Daer became the main Dúnadan haven in Eriador and prospered until it was devastated by the incredible hurricane known as the Wrath of Ossë in S.A. 2511. The Kings of Númenor repaired some of the damage, and maintained troops at the port. This was an expensive undertaking, but the Kings who were falling into evil ways saw the bastion as a necessity to keep watch over the Elves of Lindon and the Faithful of northern Eriador. Tar-Palantir withdrew the troops in T.A. 3178 during his ultimately futile attempt to restore his people to the paths of righteousness. His successor, Ar-Pharazôn the Golden did not deign to restore the troops. The abandoned site was overwhelmed in the tidal waves that came from the Downfall of Númenor, and earthquakes shifted the coastline carrying the ruins beneath the waters.

LOND DAER: S.A. 2500

- 1) **Tor Uinendil**, a small island on the ruins of the Bar-en-Uinendil.
- 2) **Tiras Formen** (S. "North Fort"), a squat tower overlooking the harbor.
- 3) **The Royal Harbor**, the main port for ocean going vessels.
- 4) **The Floating Avenue**.
- 5) **Minas Iaur** (S. "Old Tower"), an outlying fort raised on Tor Uinendil.
- 6) **The western breakwater**.
- 7) **The Númenórean Quarter**.
- 8) **The Merchants Quarter** (i.e., the commercial quarter)
- 9) **The warehouse district**.
- 10) **The Quarter of the Lesser Men**.
- 11) **The central market**.
- 12) **Aldarion's House**, restored, and now the residence of the city's governor.
- 13) **The Soldier's Quarter**, home of the garrison.
- 14) **The Private Harbor**, serves the riparian and coastal shipping.
- 15) **'The Battery'** the heart of the city's defenses. There are seven very heavy ballistas cast from the same material as the famed Númenórean Steel Bow, and a huge catapult capable of hurling half ton blocks of stones. These weapons are thought to have been removed by Ar-Pharazôn during his Great Armament.
- 16) **The eastern breakwater**.
- 17) **The City Wall**, four stories of thick granite.

18) **The Angannon** (S. "Iron Gate") the only landward entrance to Lond Daer. Actually the entry is not directly barred, the twin iron towers on either side are felt to provide more than adequate defense.

19) **Inns, lodges and stables.**

20) **The Malannon** (S. "Gold Gate") the sole passage between the upper and lower city, also the main gate to the Minas Mellon.

21) **Minas Mellon** the citadel of Lond Daer. A steel reinforced wall stands atop an immense two-stepped pyramid.

22) **The Government Quarter**, the administrative center for Númenórean Eriador.

23) **The bailey of Minas Mellon.**

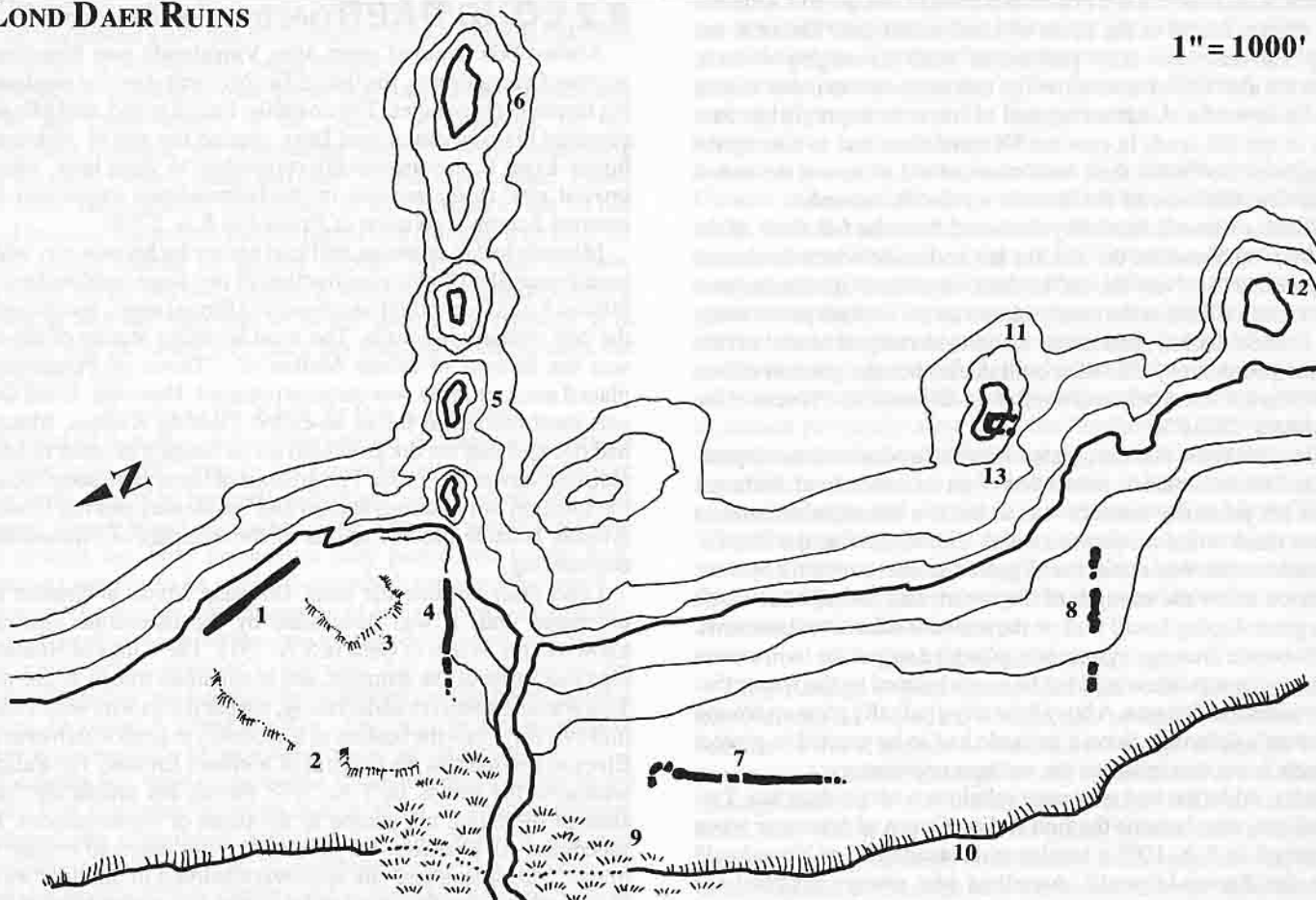
THE GREAT STORM: T.A. 1643

The stupendous outflow of the Gwathló carries a great amount of silt that has accumulated over the long centuries into a series of underwater hills ringing the mouth of the Gwathló. These hills form a porous, but effective dam that holds back the river water and traps some of the higher tidal wash. This barrier can be disrupted by a hurricane of unusual fury that strikes at just the right angle, as happened during the Great Storm of 1643.

GM Note: During the forthcoming neap tides the ruins of Lond Daer will be accessible for the first time in many years. (A similar storm might be expected in the early Fourth Age.)

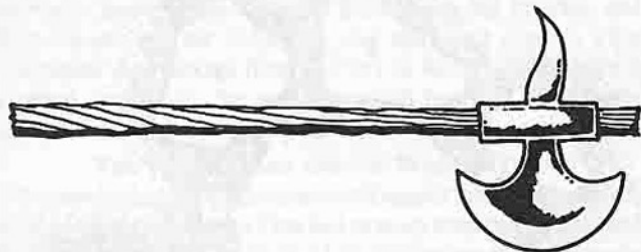
LOND DAER RUINS

1" = 1000'



9.3 THE RUINS OF LOND DAER

Although Lond Daer does not lack for unpleasant denizens, its greatest challenge lies in its unique setting. Even the most jaded professional adventurers are unlikely to have had much experience in underwater sojourning.



9.31 AREA MAP: LOND DAER RUINS

- 1) The most easily visible of the ruins: a granite and steel wall rising three feet above the sands. The section of the wall of Minas Mellon broke off long ago and it lies only 7' deep into the sand.
- 2) A low sand and mud dune. Some iron wall fittings will be found if the dune is excavated.
- 3) Another sand and mud dune that traces the outline of the old bailey. The Beffraen have dug out the end of the dune nearest to the wall, and resealed their work. It will be absurd (-50) to detect their handiwork, but this may well be easier than finding another way in.
- 4) Just below the sand, perhaps popping out in places, is a section of the wall of Minas Mellon in its original alignment.
- 5) Three rocky islets along the western breakwater.
- 6) The fourth rocky islet. In waist deep water off the south end is a 2 ton stone slab that covers an entrance into the basements of Tiras Formen. Watch out for the poisonous sea urchins! (2-6 +10 Tiny Stingers with a 4th Level Reduction Poison).
- 7) Just above the sands is a fragment of the outer wall of Lond Daer. Sadly the peculiar rock formation at the west end is solely a creation of the currents and waves.
- 8) Scattered pieces of the eastern section of the east wall.
- 9) The underground stream that once assured the city's supply of freshwater is now aboveground. There is a large boggy area at its mouth in which the incautious explorer can sink three feet into the stinking muck. Most will probably assume that they are in quicksand until they touch bottom, though this may be a little late for a particularly short Hobbit.
- 10) The normal shoreline.
- 11) An underwater sandbank.
- 12) Another sandbank, a popular fishing spot for crocodiles.
- 13) Searching the mudbank at #11, is likely to reveal an odd stone formation that provides entry to Aldarion's house. These stones are encrusted with sea urchins (See #6).

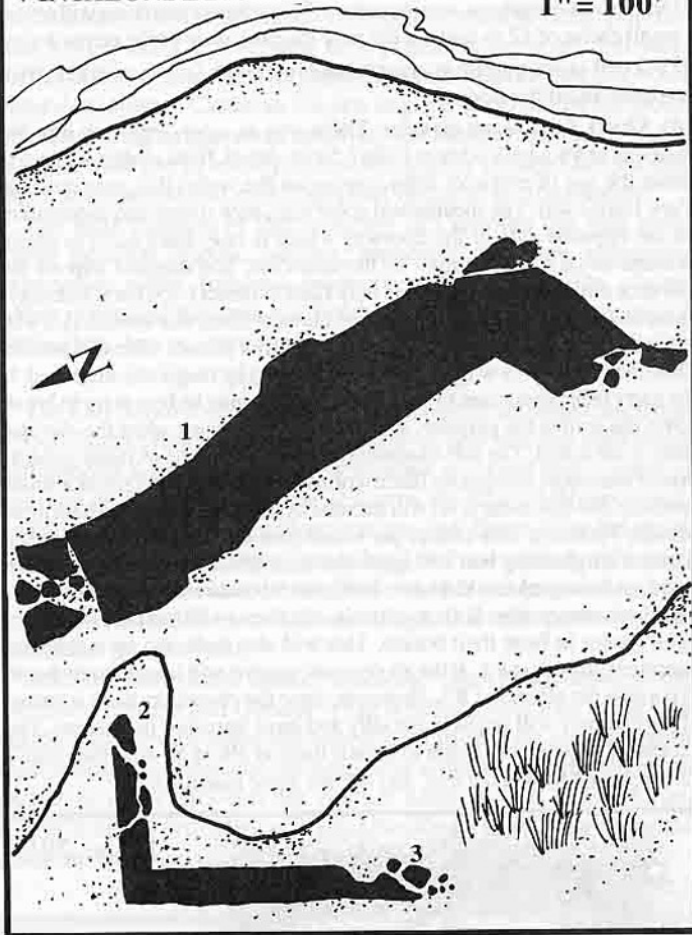
9.32 AREA MAP: VINYALONDË RUINS

To the west of Lond Daer, the isle of Tol Uinendil rejoined the mainland many years ago. Little has been revealed by the Great Hurricane, and the basalt ruins of the Bar-en-Uinendil, being indigenous are thought to be a natural formation.

- 1) A large section of the outer seawall lying at the low water mark.
- 2) Part of the basalt foundation of the westerly tower, just above the normal high water mark.
- 3) At the eastern end of this formation, the raging waters of the hurricane created a Very Hard (-30) to find depression where the water drained downward. If this is explored, some fragments of alabaster will be found (Easy +10). It is a deep (5') and difficult dig down to the entrance.

VINYALONDË RUINS

1" = 100'



9.33 MINAS IAUR

FIRST BASEMENT

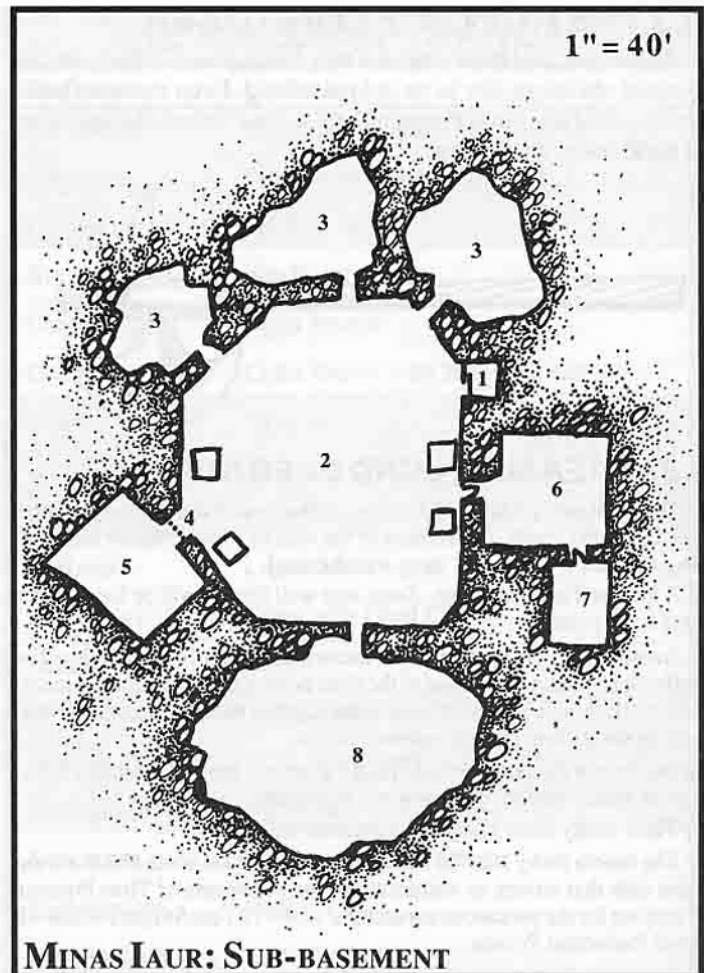
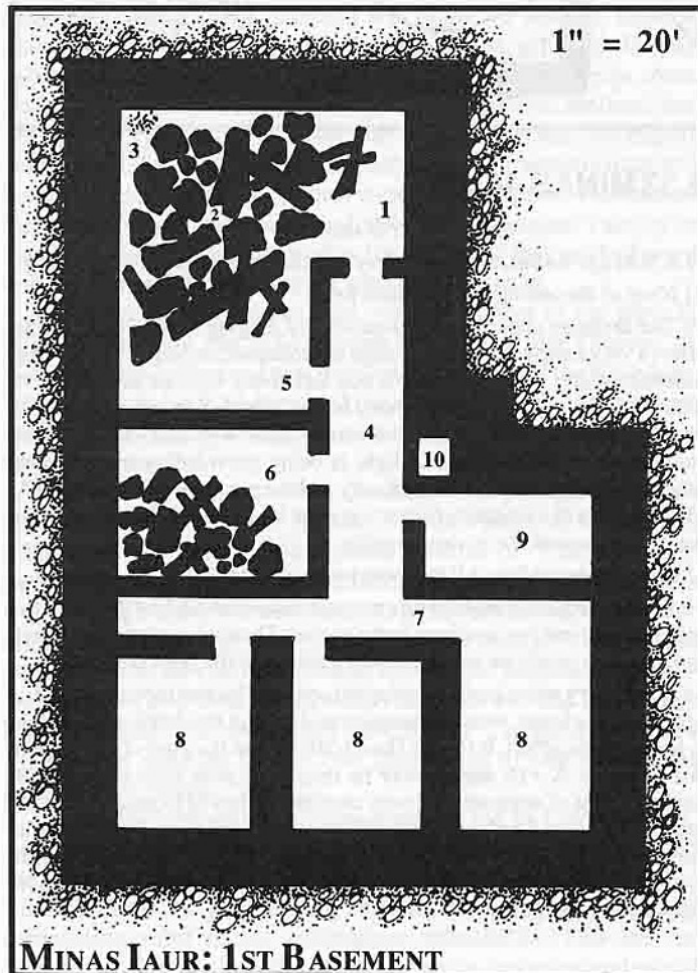
- 1) A storage room, the passage way to the north has collapsed completely.
- 2) Most of the ceiling has collapsed here.
- 3) The drainage occurred in this corner, by digging down the party can effect a very narrow entrance through the collapsed ceiling. The air in the basement seems to be okay, but is not. Relatively little air has seeped in with the water and the oxygen content is low. After 5-8 rounds anyone will begin to feel lightheaded, and 5-8 rounds later will take -3 per round, cumulative, to all activities. If light is being provided by torches, this process will begin almost immediately and the penalties will be doubled. The torches will eventually flicker out after 10-12 rounds by which point the explorers could be in deep trouble.
- 4) Central corridor. All the doors have rotted to dust.
- 5) Another section of the storage room blocked from #1 by the fall of the ceiling. Their are two amphora in the corner. Their wine evaporated long ago, but they would be worth 20-30 gp apiece to the right collector.
- 6) An armory with a partially collapsed ceiling. This was looted millennia ago, but some lesser weapons were pinned behind the debris and not felt to be worth the effort. It is only Hard (-20) to note the glint of High Steel in the debris. A +15 dagger may be recovered with little trouble, but roughly 2 tons of stone must be very carefully removed to get at the 6 +15 spear heads, 4 +15 ax heads, and +20 sword behind the rubble. If this is done by hand it is 80% likely that the workers will become infested with sand fleas. The fleas bites will cause a painful and very distracting (-15 to -25) rash on the morrow.

7) **Side passage** that served the servants quarters.

8) **Servants quarters**, now quite bare. Very diligent searching will reveal a small cache of 12 sp under a tile near the far corner of the center room.

9) A **cold storage room**, naught but a few bones (cow and pig) remain scattered about the floor.

10) **Shaft** for a secret elevator. There was an emergency exit into the doorway at #9 which is Sheer Folly (-50) to detect. If the shaft is suspected (from the use of magic or from tapping on the walls) this goes down to Very Hard (-40). The mechanical spear trap, now rusted and inoperable, on the opposite side of the doorway which is only Hard (-25) to detect because of its rust; this may be the best clue. The magical trap on the entrance still works just fine. It is only Hard to detect (-25) but it is deadly, as no one was intended to operate the elevator from this level. Try a +50 triple damage Lightning Bolt that repeats four rounds after it is set off. This operates from a warding spell, so it cannot be magically disarmed. If the party lacks the means to dispel this magic it may be best to try to break down the wall in the corridor. Another problem occurs when the elevator shaft is breached. The sub-basement has been the home of many generation of anaerobic nematodes (little worms) who give off oxygen as a waste product. The basement level will become hyper-oxygenated in about three rounds. There is a 10% chance per round (non-cumulative) that any open flame or a lightning bolt will ignite the atmosphere, there is a 1% chance that a random spark could do this. In this horrid occurrence, all present will take three consecutive B Heat criticals, and then a +50 (no DB) Ram/Butt as air rushes in from their breach. This will also make the air in the sub-basement unfit as at #3. If the air does not ignite it will immediately begin to reverse the effects of #3. However, once the characters have returned to normal they will begin to get silly and have impaired judgement. The excessive oxygen will begin to impair them at 5% to all activities until -25 is reached for maneuvers, and -45 for static maneuvers.



SUB-BASEMENT

The sub-basement of Minas Iaur was the deepest and darkest prison of Lond Daer, although it once was merely devoted to cisterns for the water supply of Vinyalondë. Thus, no one bothered to search it when the salvaging after the Wrath at Ossë was performed. None of the survivors knew that this was the secret location of Tar-Telemmaitë's Mithril Room. There were no documents, and the King carried the secret to his grave.

Maran the Silent

Maran the Silent was Telemmaitë's most trusted agent, and he was given the task of guiding the Mithril Room safely back to Númenor. During the storm that ravaged Lond Daer he went down to the sub-basement to watch over his charge, and was trapped in the collapse of the tower along with three prisoners. The air and food held out for a dreadfully long time. Maran became quite insane, but remained committed to his mission and never quite realized that he had died.

Maran was a man of great determination; he has forced the spirits of the prisoners to assist in his mission, and bent the mission of the guard constructs to his will. With his limited knowledge of the Essence, Maran has maintained the traps in the sub-basement, though he imagines that he has done so physically. He maintains his physical appearance as best he can. Maran will probably greet any visitors as his long awaited rescuers, at least initially. Fluent Adûnaic will be necessary to maintain this illusion and being a suspicious fellow, Maran will seek to test the deliverers' knowledge by leading them unto or under the traps. An extremely glib, perceptive, and quick-witted person might just be able to talk Maran into leaving. If not, he and his unwilling servants will defend the inner prison with savage intensity.

- 1) The **elevator shaft**, a forty foot drop from the basement level.
- 2) The low ceilinged **central chamber**. The room is dotted with pit traps with a twelve foot fall onto three +50 spear attacks, (Very Hard -20 to detect, Routine -0 to disarm); ceiling traps which drop a 80 lb. block of stone for a +75 Fall/Crush (Hard -10 to detect, Very Hard -20 to disarm); and spear traps for a +60 spear attack (Absurd -70 to detect, Easy +20 to disarm). Four suits of fine Númenórean full plate stand astride the two doors out of the central chamber. They are constructs designed as guards that now obey Maran. Any salvaged pieces of armor are +20 DB.
- 3) The three smaller **cisterns**, they stink and are teeming with the foul appearing but harmless nematodes.
- 4) The entry to this **cell** is barred by a portcullis, but the mechanism has not been maintained. It will take someone with a strength bonus of at least a +25 strength bonus using an adrenal strength maneuver (or two or three) to force entry.
- 5) **Common cell**, used for those condemned to rot here until they died. The two resident ghosts can pass easily through the portcullis. There are many human bones but no obvious treasure within. They very perceptive may notice that the left wall is covered with faint niter encrusted lettering. It is only doggerel verse cursing a long forgotten governor, but it is written in Adúnaic, Archaic Dunael, Old Eriadoran, and Beffraen. A copy would be worth a great deal to the right scholar for the Beffraen ideograms have never been translated into a civilized tongue.
- 6) The **torture chamber**. The steel door will be unlocked unless Maran flees within. The lock is Extremely Hard (-35) to pick. Within are an elaborate set of mithril instruments of persuasion. The metal is worth 600 gp alone, but the intact set might fetch ten times that amount, at Cam Dûm or Dol Guldur. Maran will focus his defense here seeking to prevent entry to the inner prison at all costs.
- 7) The **inner prison** door is identical to the one at #6 and is kept locked. The ghost inside is of course free to pass. The iron frame of the cot within is largely intact. 'Hidden' in the 'mattress' are a sheaf of decaying papers that appear to be a set of treasure maps, secret orders, and alchemical preparations. The information on these papers is persuasive but it is also entirely a product of Maran imagination. By providing this plausible 'treasure' he seeks to provide a reasonable explanation for the fanatical defense of the inner prison. As a last resort this may prevent the discovery of the Mithril Room.
- 8) A **cistern** similar to those at #3 only larger and deeper. The panels of the Mithril Room have been prepared so as to be 99% certain of avoiding even magical detection. Anyone willing to dive into the mucilaginous, maggoty muck is likely to quickly discover that something unusual is under the water. With mere prodding by poles it will be Absurd (-70).

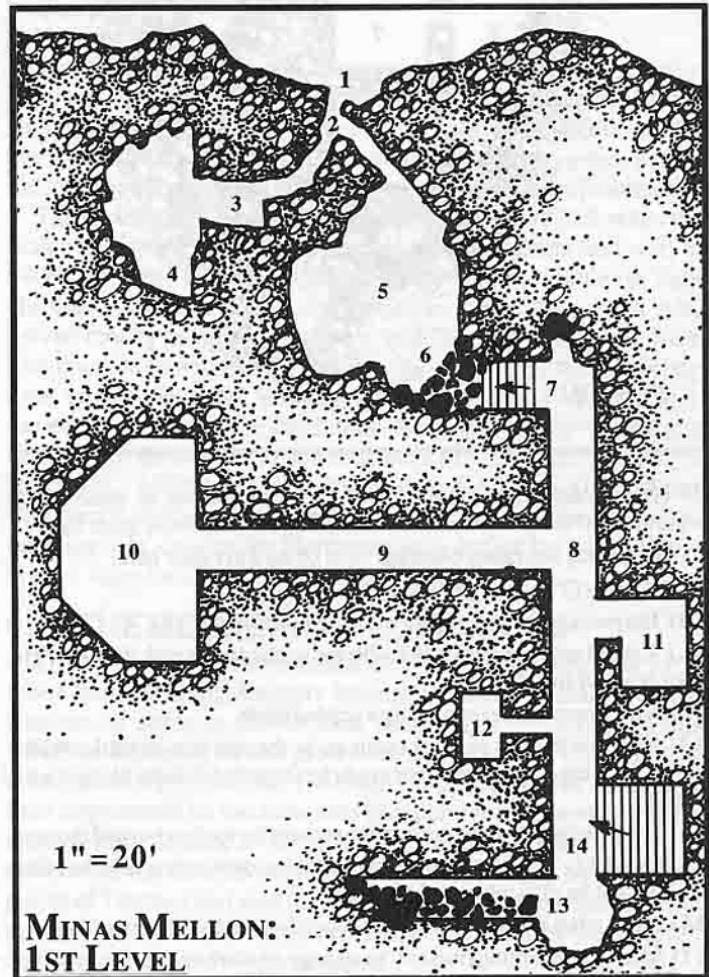
9.34 MINAS MELLON

FIRST LEVEL

No matter how fast one gets to Minas Mellon, the Beffraen seem to arrive there first. The accursed ruins of the city of the hated Sea Kings remain their peculiar possession. Besides this unpleasant surprise, the ruins of Minas Mellon have been explored many times over the centuries and there is little left to pick up.

- 1) A **pseudo Púkel-man** four feet down marks the bottom of the Beffraen diggings; the collapse of sand will mark the entrance.
- 2) The **entry tunnel**, 2' high and 1.5' across it must be traversed on hands and knees. The passage quickly divides.
- 3) To the right the tunnel soon emerges into a **small cave**, part of whose walls were worked.
- 4) Some explorers attempted to dig here long ago, a rusty shovel head remains in their **hole**.
- 5) A **small cave** similar to #3 above. The floor is littered with five line of Beffraen totems facing a pile of rocks in the rear.

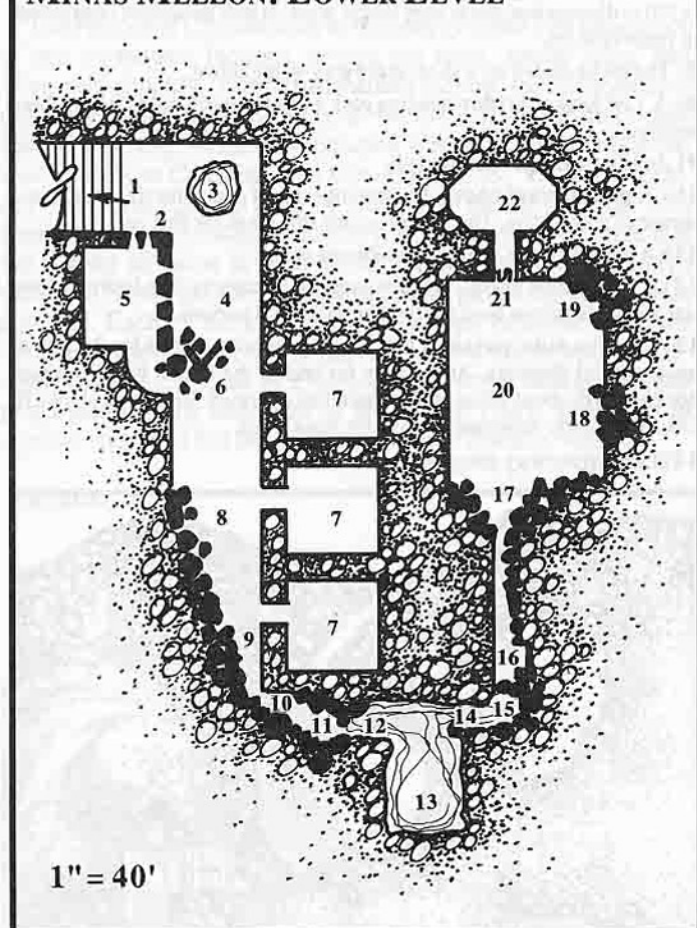
- 6) The **pile of rocks** is cunningly but crudely fit together, it is only Routine (+30) to discern that this is very recent work. It will be several hours work to remove them.
- 7) The rocks sealed off a short **stairway** going down.
- 8) A 110' long **corridor** heading east, even the torch holders have been removed.
- 9) A **side passage** headed south.
- 10) A **pentagonal room**, the sensitive might guess that this was once a shrine of some sorts. The Nurga avoids this level for that reason.
- 11) A **small room**, empty, of unknown usage.
- 12) A very **small room**, perhaps a servant's quarters. The Beffraen have left votive figurines here for the Nurga's lucid periods.
- 13) Another **side passage** that has largely collapsed. Also the site of unsuccessful diggings. At the very far end of the tunnel is a silver belt buckle worth about 10 sp, and a chain links enough for a large shirt, -10 DB. Apparently someone almost got stuck once.
- 14) Large **stairway** going down.



LOWER LEVEL

- 1) The **Stairway** from the upper level.
- 2) **Arrow slits** at the bottom of the stairs.
- 3) A large water filled **hole** in the floor about 2' deep. There is a small crevice, Hard (-15) to find on the western side just big enough for a slender arm to probe. This is the home of a very unhappy and very hungry eel.
- 4) The **main passageway**, similar to the floor above.
- 5) The old **guardroom** for the stairway. A pile of seaweed provides a bed for the Nurga.
- 6) **Rubble** fallen from the ceiling.

MINAS MELLON: LOWER LEVEL



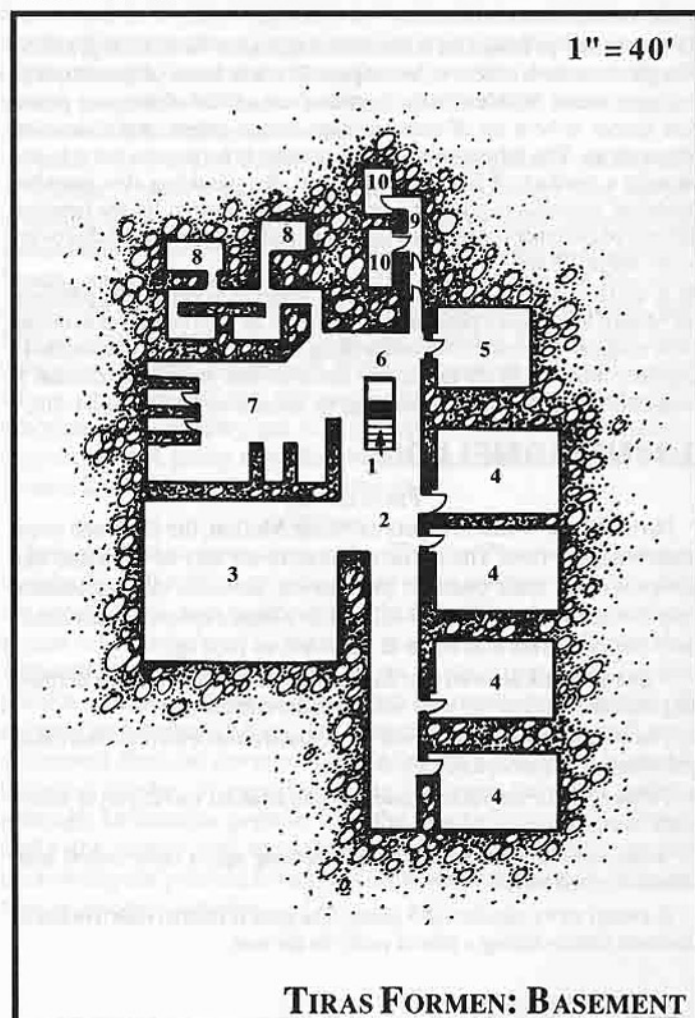
- 7) **Guardrooms.** The Nurga will be hiding in one of these rooms regardless of the present state of his condition. Otherwise quite bare.
- 8) The ceiling has fallen blocking most of the **corridor** here.
- 9) A narrow (2') **passage** through the rocks.
- 10) The passage opens up into a **narrow chamber**.
- 11) A small **pool** of fetid water with the surface even with the floor. The pool is about four feet deep.
- 12) A narrow **underwater passage** headed north.
- 13) After ten feet the passage opens up to the east into an **underwater cave**. Groping about on the floor might be rewarded with the blade of a +10 dagger.
- 14) The **underwater passage** continues north for ten feet beyond the cave.
- 15) As at #11. The air is very bad here, twice as debilitating as in the Minas Iaur. It will be difficult to light a torch.
- 16) A **crawlspace** along the south edge of a largely fallen corridor.
- 17) After 30' the ceiling rises to 5' in a **large chamber**.
- 18) A completely fallen **corridor**.
- 19) A smaller fallen **passageway**, that was once secret. If the wear with all or power points can be found to clear 70' of rubble the passage eventually reaches the sub-basement of the Tiras Formen, and thence to Aldarion's house.
- 20) **The large chamber**, maybe an officers room has also been stripped bare.
- 21) On the west side of the chamber there is a Very Hard (-20) to find **secret door**. Its traps are no longer functional, but similar decay in the lock makes it Extremely Hard (-30) to open.
- 22) A substantial **secret room**, probably a trysting chamber. The original salvagers cleared the place out but they neglected the inlaid tiles on the floors and the fine mirrored tiles on the walls and ceiling. If carefully removed these could be worth up to 800 gp.

9.35 TIRAS FORMEN

BASEMENT

Removing the slab found off the rocky islet will cause the gradual or rapid flooding of these ruins, depending on how much the stone has been moved. This is just as well, as the air is completely unbreathable. The pickings are sparse here, and the dangers are commensurately lower. It is mainly useful as a means to gain entry to other areas.

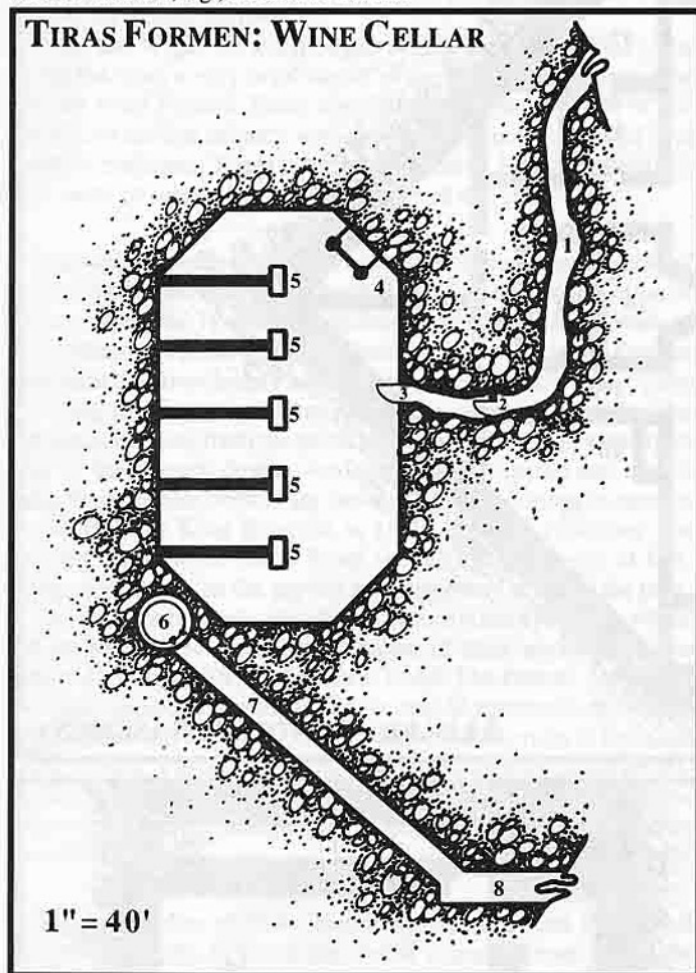
- 1) The **slab** was originally a step in a big staircase, entry is thus gained at the central stairway that has largely collapsed. It is only a 9' drop but the intruding waters make this an Absurd (-50) maneuver.
- 2) **The Main Hallway**, its gilded torch holders remain. The dozen fittings are worth about 2 gp apiece.
- 3) **Large Dining Hall**, about a dozen pieces of silver cutlery and a badly dented gilded tray can be easily found. Worth about 3 gp in all.
- 4) **Barracks.** Diligent searching can uncover a handful of coins of little value in the mud.
- 5) **An officer's or sergeants room.** A map of the general layout of the old city is engraved on the wall.
- 6) Large iron **hatch** in the floor. A good deal of rubble must be removed first, and the four large iron padlocks must be removed by force because they are so rusted. Entrance to the wine cellar.
- 7) **Kitchen.** The copper and iron utensils that were abandoned have corroded away to uselessness.
- 8) **Quarters** for the kitchen crew. There was never anything of value here in the first place.



TIRAS FORMEN: BASEMENT

- 9) **Hallway** to the cold storage rooms, the first wooden door has rotted away, but the inner insulated steel door remains. Its lock is Hard to jimmy.
- 10) **The cold storage rooms.** Enough of the equipment is intact to figure out how the Númenóreans kept ices and fresh meats during the summer. Naught can be salvaged, but the information might be valuable in a southern climate, e.g., Gondor or Umbar.

TIRAS FORMEN: WINE CELLAR



WINE CELLAR

- 1) **Secret Passage** from Minas Mellon.
- 2) **The outer door**, constructed of teak with rusted out locks it will prove easiest to batter down.
- 3) **Inner door**, Extremely Hard (-35) to detect largely because it is set against the top of the 12' ceiling rather than at floor level. For some reason it was left unlocked with its traps unarmed.
- 4) The **iron ladder** down from the Basement at #6 above. Anyone over 100 pounds is 75% likely to break the ladder for a nasty fall.
- 5) **Wine racks.** The best vintages were salvaged and all the wine has turned to vinegar. About twenty bottles of what once was cheap cognac remains, and there is a slim chance that a few may have matured to be exquisite almost beyond price. (2% chance per bottle) The proper connoisseur could not be found in Eriador though.
- 6) **The drainage pipe** from the castle to the city sewers. It would be Sheer Folly (-50) to detect by sounding the walls, and the wall would have to be knocked down to gain entry.
- 7) **The sloping pipe** down to the main sewer.
- 8) **The main sewer**, a possible route to Aldarion's house.

9.36 ALDARION'S HOUSE

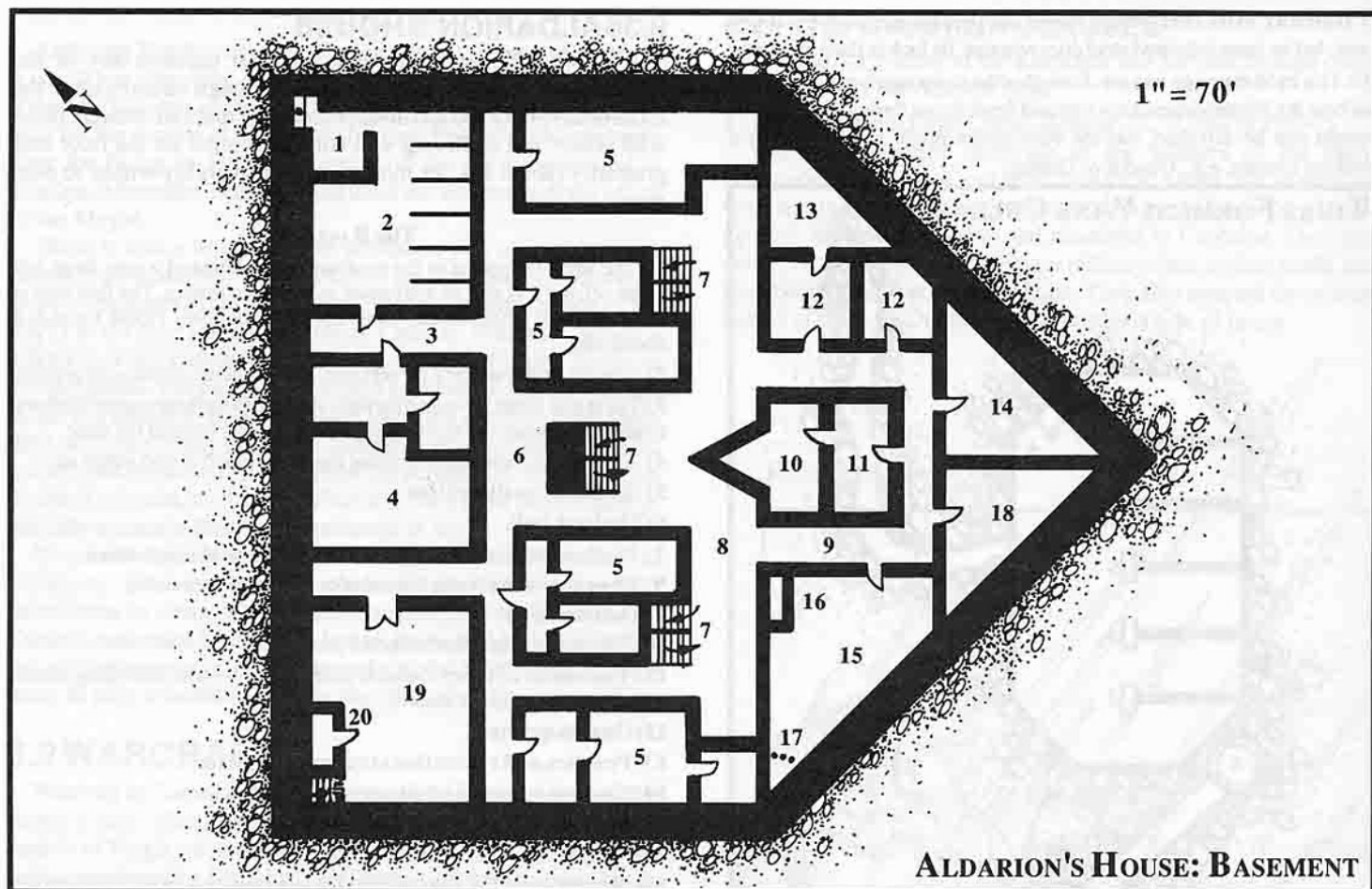
Aldarion's House is the only ruin that captures any of the grandeur that was once Lond Daer, even though virtually all of the fixtures have decayed and disappeared. The ruins are entirely filled with water, and exploring will stir up the mud on the floor and gradually (about 5% per minute) reduce visibility within to near zero.

THE BASEMENT

- 1) The stone formation in the mudbank is the home of a very large and mean eel, but it is also an **entrance** to the city's sewers. The first stop is about 8' down where one can come up into Aldarion's House through a commode.
- 2) A common **dormitory** for servants, now the home of many sea urchins.
- 3) The **stone door** is wedged partially shut which has kept marine life from totally enveloping the ruins. A short corridor lies beyond the door.
- 4) A **suite** for some minor visiting dignitary which is very silted up.
- 5) Similar but smaller **suites**.
- 6) **The back hall.**
- 7) The three main **stairways**, now disordered jumbles of stones.
- 8) **The central hall** which must once have been impressive.
- 9) **The front hall.**
- 10) **The main guardroom** for this level.
- 11) **Basement armory.** Several dozen feet of +5 wire bowstring can be found in a spool on the floor.
- 12) **Guards quarters.**
- 13) **Practice and recreational room** for the guards.
- 14) **Common room** for the apprentice smiths.
- 15) **Smithy.**
- 16) **Forge.**
- 17) **Metals vault for the smithy.** The lock still functions and is Extremely Hard (-30) to operate. The needle trap also works, but its poison faded long ago.
- 18) **The Head Smith's room.** An elaborate aluminum chandelier is still hanging, and it is worth about 50 gp.
- 19) **The suite of the Chief Butler.**
- 20) A **Secret Door** at the far end of the Butler's closet with stairs leading down. The door is Very Hard (-20) to discern, and Very Hard (-20) to Unlock. A Symbol of *Absolution* waits behind the door which is Hard (-15) to avoid. Avoiding the Symbol and proceeding down the stairs makes it Extremely Hard (-30) to notice another trap, a deadfall ceiling trap for a +75 double damage Fall/Crush. The stone will also effectively block the stairs. If the later trap is detected it is Routine (+0) to use a prop to disarm it.

THE SECOND BASEMENT

- 1) **The sewer pipe.**
- 2) **Chamber**, a large number of screws and braces indicate that furniture was stored here.
- 3) **Private conference rooms.**
- 4) The stacked **metal rods** would show that maps were stored here.



5) Corridor.

6) Larger Conference Room.

7) Shelves suggest an annex to the library.

8) Several **silver spoons** and the marble base of an urn hint that light meals were prepared here.

9) Hallway.

10) **Front hall** connected to two of the main stairways.

11) **Secret conference room.** Unless magic is performed here it is Sheer Folly (-50) to notice that the veins of the marble walls are tinted an odd greenish-violet. That is because they are laced with the extremely rare mineral known as Kregora which severely obstructs any manipulation of the Essence. This feature would have made the room immune to any magical eavesdropping. If the blocks could somehow be salvaged they would be worth at least 2000 gp.

12) **Side Hall** connected to the other stairwell.

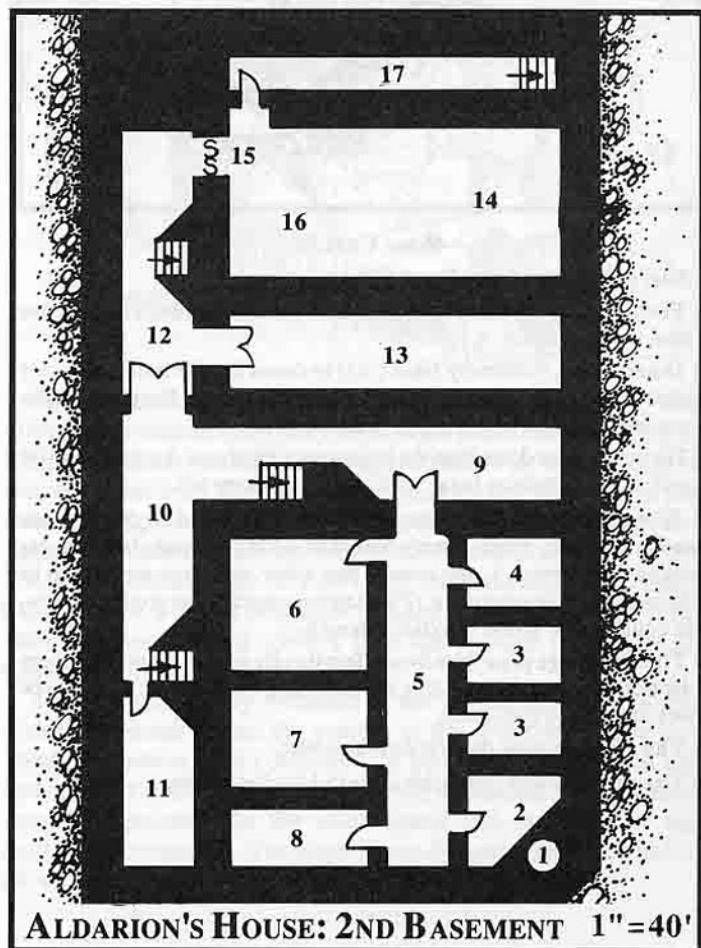
13) A **long narrow room** with red lines on the floor. There are four perfectly spherical marble balls scattered about the floor. Their function is a complete mystery.

14) **Large secret room.**

15) **Double secret doors.** They are Extremely Hard to find on both sides, and the locks are Sheer Folly to open (-50). The trap still operates, but its poison gas will not be effective underwater.

16) On an ebony **pedestal** in the secret room is a large crystal rhombus. This is a primitive version of a Palantir, and "only" acts as a 5xPP, 5xduration, 5xrange multiplier for seer based and other scrying spells. Unfortunately, the stone has been aligned to this location. It would take an extremely talented Alchemist the rest of his life to re-align the stone. For their aesthetic value the rhombus and its base would be worth 100-500 gp depending on the buyer.

17) **Passage** from the Head Butlers chambers above, protected by a ceiling and a pit trap of the usual variety.



10.0 SUDÚRI AND THE TOWNS

10.1 SUDÚRI (see center insert)

Since the destruction of Lond Daer, the port on the northern bank of the mouth of the Gwathló has been the second city of Cardolan. For most of this time, Sudúri was known as Mistalondë, and it was renamed only with the foundation of the Kingdom of Saralainn. Sudúri is the capital of Saralainn, mainly because the King's most reliable revenues come from the tolls on the ships and barges that call here. The town has retained much of its old, unsavory character, playing little part in the development of the clans of Saralainn. With the seeming permanent residency of many refugees from the south, these tensions have increased, and the little city is now in a state of open rebellion.

- 1) **The Gwathló Road**, which roughly follows the path of the river down from Talsir and Tharbad.
- 2) **The Toll House**, a squat granite fort.
- 3) **The wooden bridge** into Sudúri.
- 4) **The Dunnish Town**, a large collection of the squalid huts of the native tribesmen. Most have departed since Olby's Revolt.
- 5) The twin eastern **gates** of Sudúri, each defended by two barbicans.
- 6) **City Wall**, three thin stories of native granite. Never terribly strong, the walls of Sudúri have not been properly maintained since the days of Arnor, and they are now crumbling in many spots. Olby's followers are desperately attempting to repair the gaps.
- 7) **The Northwestern Gate**. It is defended by two towers and a proper gatehouse.
- 8) **Market squares**. With far lower tolls than Tharbad, Sudúri is noted for its bargains, and its smugglers.
- 9) **Dock district**. This rundown section of the city teems with the southern refugees who are the backbone of the Revolt.
- 10) **The Docks**. Always crowded, the docks were severely damaged in the Great Hurricane and have devolved into complete chaos.
- 11) **Business and commercial district**.
- 12) **Warehouse district**.
- 13) **Residential district**.
- 14) **Two towers**. These protected the causeway leading to Tol Hir (S. "Lord Island"). The causeway was burnt during the revolt.
- 15) **Tol Hir**. The King's of Saralainn have not bothered to remain their residence which once served the Hiri of Ethir Gwathló. Fiorel leads the forces loyal to King Lanaigh that have held out on the island.
- 16) **Citadel**. The walls have seen much more attention than the city walls. The defensive value of the citadel has been compromised by its lack of a bailey.
- 17) **Dúnadan Town**. Now the home of the clansmen who tolerate living in the city.
- 18) **The Little Lighthouse**. The neutral Bargemen hold this minor fort.
- 19) **The Bargemen Fort**. The Bargemen have been happy to keep a separate residence near Sudúri. They have protected their homes with a earth rampart topped by a sturdy wooden wall.
- 20) **The Great Lighthouse**. Fiorel's forces also hold this four storied tower that is the strongest building in Sudúri. The defenders are rapidly running out of food though.

10.2 THE TOWNS

During the height of the wool trade, Cardolan was the home of over twenty substantial towns. They became less viable as the economy declined. However, the main problem was that the settlements provided an excellent target for the many forces that have ravaged the realm. There are now only six towns worthy of the name left, and all of these have been sacked several times. Metraith located at the junction of the Redway and Old North Road (Greenway), near the center of Cardolan, is reasonably representative of the lot.

METRAITH (see back inside cover)

The Palace of Thalion stands at the outskirts of Metraith, and the two are often considered synonymous. (See Section 12.1.)

- 1) The southern **route** to the North Road.
- 2) The fire-gutted **ruins** of a large barn.
- 3) **The Rabid Cow**. A seedy inn that prefers Dunnish guests. A good place to find a brawl.
- 4) **Dunnish Town**. The Dunmen's ghetto is set on a hilltop defended by an earthen wall and a wooden tower.
- 5) **The Chief's House**.
- 6) **Dunmen's huts**.
- 7) **The Fattened Ewe**. A pricey inn, famous for its stocks of usquebaugh, an extremely potent distilled beverage recently invented in Saralainn. Most roadwise travellers stay here, though the price is not worth the service, and few secrets are safe here.
- 8) A collection of **small shops** including a herbalist, an armorer, a general store, a cooper and a wheelwright.
- 9) **Large stone house**. Once the residence of a retired Targil soldier, the building is now owned by a Tharbadian Dwarf who keeps it locked up when he's not here.
- 10) **Oget's House**. A brothel for travellers.
- 11) **Stables**.
- 12) The northern **route** to the South Road.
- 13) The **road** to Andrath.
- 14) **Wooden wall**, one story tall with a ditch in front. The former Dúnadan villa has been converted into the center of Metraith's defenses.
- 15) **Stone wall**, two stories tall but thin.
- 16) **Small spring**, it can provide water for the inhabitants during a brief siege.
- 17) **Main House of the Villa**. This is now the home of Harran's Death Brothers a less than well-reputed mercenary company who have been hired for defense of the town and expected future troubles.
- 18) Three small two storied wooden **towers** on the outer wall.
- 19) The **path** leading to the farmer's main fields.
- 20) **Construction on two stone towers**. The Death Brothers have been commissioned with improving Metraith's defenses, but the towers are incredibly badly located and work is progressing extremely slowly. The townsfolk suspect that their Prince's funds are being embezzled and many suspect treachery. The Death Brothers are not yet that sophisticated, they are only guilty of incompetence and laziness.
- 21) **House of Healing**, maintained by the Sisters of Niesse.
- 22) **Blacksmithy**.
- 23) **The Mayor's House**.
- 24) **The Mithril Earring**. An extremely fine and elegant inn that caters to the elites who pass through from time to time. The service and lodgings are excellent, but the prices are unbelievable.
- 25) **Gallan's Folly**. A newly opened inn, hence the name, Gallan provides simple but homely service at reasonable prices. The inn is also quite and as safe a spot as will be found in Metraith. The enterprise will likely fold soon.

11.0 FORTRESSES

Given the troubles of Cardolan, it is not surprising that it has been a land of many forts and castles. By T.A. 1643 many have been cast down, while some have been documented elsewhere (Bar-en-Dindol, and Amon Sûl). Two, however, the Argond (S. "Lordly Stone") in Calantir, and Barad Girithlin played a notable role in the events of these times.

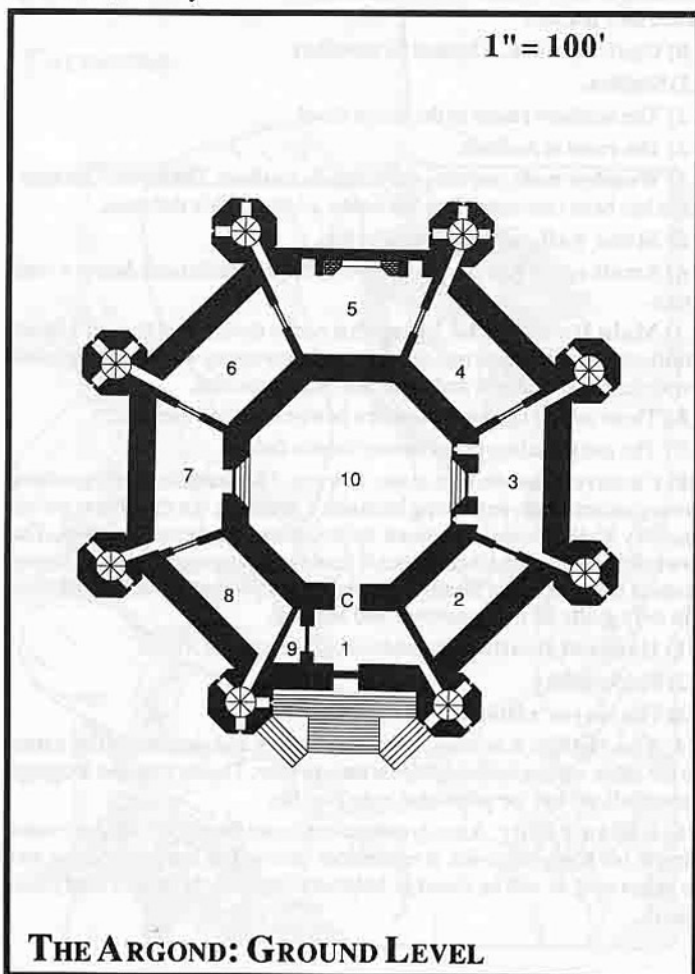
11.1 THE ARGOND

The home of the Prince of Dol Calantir, the Argond, is an ornate, three-storied, hollowed tower forty miles from Tharbad. The castle is in the shape of an octagon with slender spires at each corner. Each tower contains six landings and numerous arrow slits. During happier days, its dull granite wall were sheathed with copper, and the Argond is now a most striking hue of green. Built on a solid outcropping of stone, the Argond lacks a basement. The Argond has yet to be seriously tested by a siege, which is just as well since some of its defensive arrangements are questionable.

1) Entrance. Elegant marble steps lead up to a sturdy High Steel door, provided with seven deadbolts. Practically speaking it is impossible to force this door without Grond, the Hammer of Morgoth. The entry hall opens on to the first tower, and onto the central court yard. Internal defense is mainly provided by the two dozen murder holes in the ceiling. Four guards are kept here at all times.

2) Barracks for the guards. Eight guardsmen sleep here when off shift.

3) The prime entrance to the interior of the castle. Two guards are stationed here. It is furnished in unusual pastels and paisleys. Entrances to the second and third towers. Each subsequent room is provided with its own tower/stairway.



4) Hall. The portraits of former rulers are displayed here. The stairs in the fourth tower are the most commonly used.

5) Kitchen.

6) Pantry.

7) Guard barracks as at #2. There is an exit to the central courtyard, usually kept open and watched by one guard.

8) Servants Barracks.

9) Secret Room. It is too cramped to serve as an effective guardroom. The door is virtually impossible to find as it is hidden by a tapestry. If tapestry is removed, it is only Hard (-10). The lock is Sheer Folly (-50) requiring the simultaneous operation of three keys. There are no traps. Finduilas likes to spy on visitors from this and then rush up the stairs in the first tower to greet them on the second floor.

10) Central courtyard. Finduilas had the ancient tiles and pools removed and replaced them with herb gardens. Her interest in herbs has diminished but the servants still maintain the garden in excellent condition.

THE SECOND FLOOR

11) The Great Hall of the Argond. Stairs enter from towers two, three and four, with a guard at each. This is primarily a reception area, decorated with the heads of the many beasts killed by Finduilas' grandfather.

12) Secret Door. Connects with the Guardroom at #18. Extremely Hard (-30) to detect the narrow door. Its lock is deceptively Easy (+10) to open. There is a Medium (-0) needle trap in the lock poisoned with Lus. A Hard (-10) to detect trap in the lintel drops three similar needles. However, the greatest danger is when a wire has been rigged to the cauldron of molten lead always kept ready in #18. With but a little careless tension this will pull a plug causing the lead to spew out on to the floor and about the room.

13) This end of the Great Hall is decorated with the surreal paintings done by Finduilas' father.

14) The Feasting Hall. The furniture is a delicate, filigreed brass supporting carved pieces of white marble.

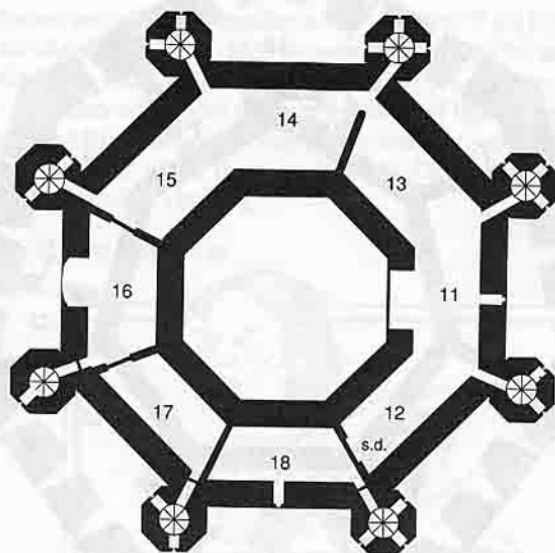
15) The entrance to Feotar's suite. Two guards are stationed here. The door is locked, and is Extremely Hard (-30) to unlock.

16) Feotar's Office. His two bodyguards have to sleep here. The most notable feature is Feotar's desk a massive piece of cast high steel. The desk holds four drawers, one cubbyhole, and one cupboard. Each has a distinct (Sheer Folly, -50) complicated lock and complimentary needle trap tipped with Lus. Two of the drawers (selected randomly) and the cupboard contain Runes of Petrification. These compartments are crammed with papers documenting their owners nefarious activities. None link him with the disturbances in Tharbad. The cupboard also holds a sack containing 150 gp, 30 mp, and 12 large river pearls worth 20-40 gp each. Egress to the stairs in the seventh tower is blocked by a High Steel door with similar locks and traps.

17) Feotar's bedroom. A jackdaws collection of precious things are tastelessly displayed. The door is similar to that in #16 as is the entry to the stairs of the eighth tower. Feotar has an elven dagger that detects malice and/or hate hung over the door. It will glow green when such a person is in #16 or #18.

18) Prime Guardroom. The four guards stationed here have 200 slender wooden javelins that can be dropped through the murder holes into #1 and which strike as +20 Daggers. They also keep a 40 gallon cauldron of molten lead bubbling at all times. The lead can be poured through the murder holes (with ladles or by dumping the cauldron on the floor, or out over the main gate. Each pint of lead that strikes will hit as a +30 Fireball, though any criticals will repeat for three consecutive rounds.

THE ARGOND: SECOND FLOOR



1" = 100'

THIRD FLOOR

19) Storage room. Feotar keeps a Rune of *Invisibility* hidden under a trunk filled with linens. He will flee here and hide if he feels threatened. Finduilas has glued a packet containing papers linking him to the Tharbadian rebels to the bottom of the trunk that Feotar has not and is not likely to notice.

20) Armory for the Guards, several complete sets of +5 weapons and equipment.

21) Guest rooms.

22) Suite for the Castellan. He will be evicted for particularly important guests.

23) Sergeants quarters.

24) Captain of the castle guards' room.

25) Chamber for Finduilas' fool.

26) Storage room.

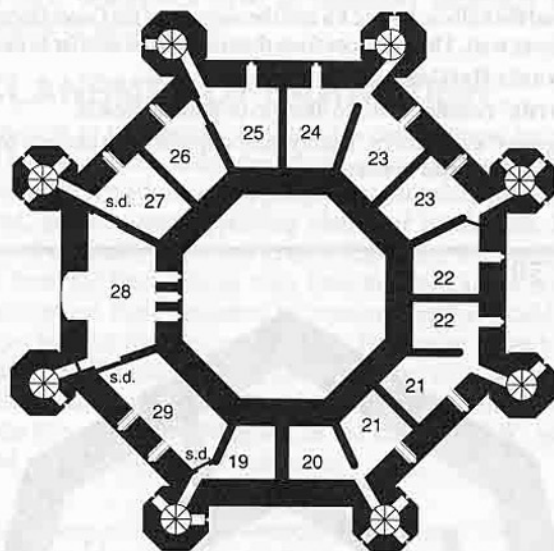
27) Chamber for Finduilas' bodyguard. A Secret Door allows access to her mistress' suite. It is Very Hard to Find (-25). The door is not locked or trapped, rather it is operated by a powerful spring. It will take a Strength bonus of at least 20, and a quickness bonus of at least 25 to operate. Those failing may take a +60 Fall/Crush while attempting to slip in. It is Absurd (-70) to attempt to wedge the door open.

28) Finduilas' Parlor. The stairs in the seventh tower up from the second floor are plastered with warnings in many languages warning the climber to beware of demons. Stepping on the sixth stair from the top initiates a programed illusion of a *Demonic Gate* opening with three powerful demons emerging to fight. The illusion is very well ensorcelled (-25 to RR). Welcome guests are warned not to react. Those deploying and engaging the demons will inevitably brush against the walls which are covered with myriad minuscule needles. These are imbued with the refined essence of Tartiella, brushing just a couple will give the wary guest a thorough dose. The Lock on the door is only Medium (-5) in difficulty, but it requires a

series of operations that will take at least 3 rounds. A loud chime will sound when the door is opened; it is Sheer Folly (-50) to attempt to silence it. Finduilas receives few gusts and the room is strewn about with her very impressive collection of magical lore. There is an unmade bed for her to nap on, and it will take a high perception roll to deduce that this is not the Princess' bedroom.

29) Finduilas' Bedchambers. The secret door fits completely behind an ancient full-sized chart of the essence centers of the body. It is Extremely Hard (-35) to locate, and a tactful invader should be reluctant to risk the ruin of this precious heirloom in examining the portal. It is operated by moving the latch of the center interior window of the parlor back and forth three times, and placing light pressure on the left shoulder of the chart. The bedroom is a tidy contrast to the parlor, but Finduilas has kept no evidence that incriminates her even in her inner sanctum. The secret door leading to the storage room at #19 is only Hard (-15) to locate, however the door is magically operated. One must place a pencil sized stick of wood into the old mechanical keyhole and cast a *Charge Wand* spell.

1" = 100'



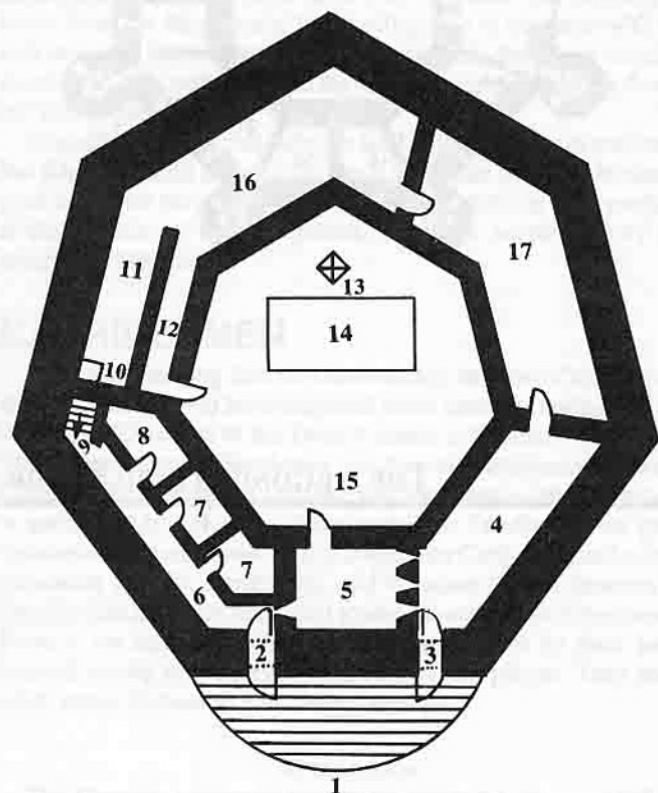
THE ARGOND: THIRD FLOOR

11.2 BARAD GIRITHLIN

Barad Girithlin, the ancestral home of the Lords of Dol Girithlin, is another of the mighty towers popular with the Great Houses of Cardolan during the Late Númenórean period. Unusual for its heptagonal design, it has been the scene of many sieges because of the perennial ambitions of the Girithlin family. The tower has generally resisted well, although it was taken by Annael the first Canotar in T.A. 1414. The damage wrought in this sacking has not yet been completely repaired on the lower floors and it seems that the fire scars on the alabaster exterior are beyond repair.

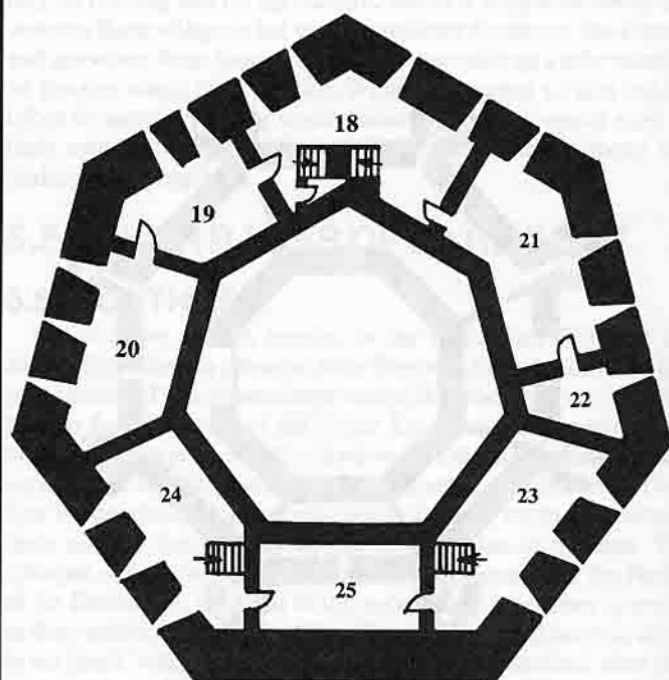
- 1) **Entrance.** A semi-circle of broken black marble steps lead up to two wooden doors each with a guard.
- 2) **Left Door.** Behind the wooden door are two sturdy portcullises, and then an iron door. The portcullises are operated from the Guardroom at #5. The inner door is barred from the inside wear a guard is stationed.
- 3) **Right Door.** As #2.
- 4) **Entrance Hall.** The sides walls are covered with tapestries depicting the great deeds of House Girithlin.
- 5) **Guardroom.** Two guards and a sergeant are stationed here. Arrow slits command the halls at #4 and #6 and the controls of the Outer Doors are set on the inner wall. The iron door from the courtyard is similar to that at #2.
- 6) **Servants Hall** leading to the cellar.
- 7) **Guards' rooms.** Two are likely to be present in each.
- 8) **Sergeant's quarters.** The off-duty sergeant is not likely to be here as all three have homes in town.

1" = 50'



BARAD GIRITHLIN: GROUND LEVEL

BARAD GIRITHLIN: SECOND FLOOR



1" = 50'

- 9) **Stairs to the cellar.**
- 10) **Dumbwaiter** up from the Kitchen. 2' by 2' shaft.
- 11) **Upper kitchenette.**
- 12) **Corridor to the courtyard.** The iron door is barred on both sides and has a guard on each side.
- 13) **Red Obelisk.** 10' high, a memorial to the ancestors of House Girithlin.
- 14) **Reflecting Pool.** Fed by a small spring through two small fountains. The pool looks very deep but this is an optical illusion, it is only 2.5' deep.
- 15) **Rock Garden.** Done in good taste. The iron stairs from the balcony above are usually pulled up to the second floor.
- 16) **Feasting Hall.**
- 17) **Ceremonial Hall.** The Lords of Girithlin have traditionally held court here. The replacement furniture and furnishings are not up to previous standards.

SECOND FLOOR

- 18) **Central Hall.** Twin stair down from the third floor, one guard is stationed here.
- 19) **Armory.**
- 20) **Captain of the Guards' Room.**
- 21) **Soldiers' Barracks.** They are now on patrol.
- 22) **Large Closet.** Stocked with lamb jerky, flour and vinegar.
- 23) **Castellans' Room.** Stairs to the third Floor.
- 24) **Nominally Eärnil's quarters,** Echorion lives here when not in Arthedain. The iron door's lock has been tampered with so that is Routine (+30) to open. One guard watches the stairs to the third floor when Echorion is absent or asleep.
- 25) **Library.**

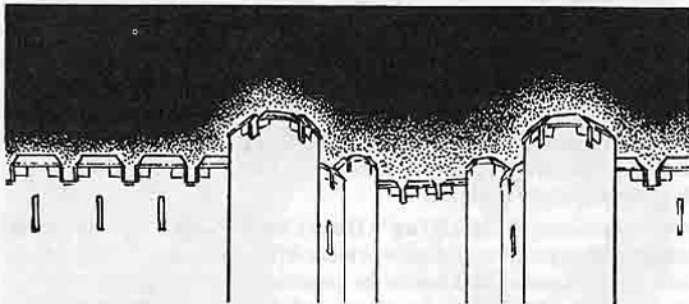
THIRD FLOOR

26) Iron balcony. The narrow walkway overlooks the inner courtyard.

27) Circular Iron staircase. There is another landing at the second floor. The stairs to the ground level can be pulled up and hung besides the top landing.

28) Eärnil's Bedroom. The window is heavily barred with steel. The steel door to the corridor at #33 has three Extremely Hard (-30) locks which are each trapped to operate the spear traps in the corridor, four +60 spears. The traps are Very Hard (-20) to disarm. When Eärnil sleeps he rigs a heavy crossbow to go off if the door opens. This trap is Sheer Folly (-50) to disarm. The room is somewhat to ornately decorated to be attractive.

29) Eärnil's Office. He does not bother to lock the door. He keeps no incriminating evidence as a rule, but disguise in which he recruited the party is stashed in the closet.



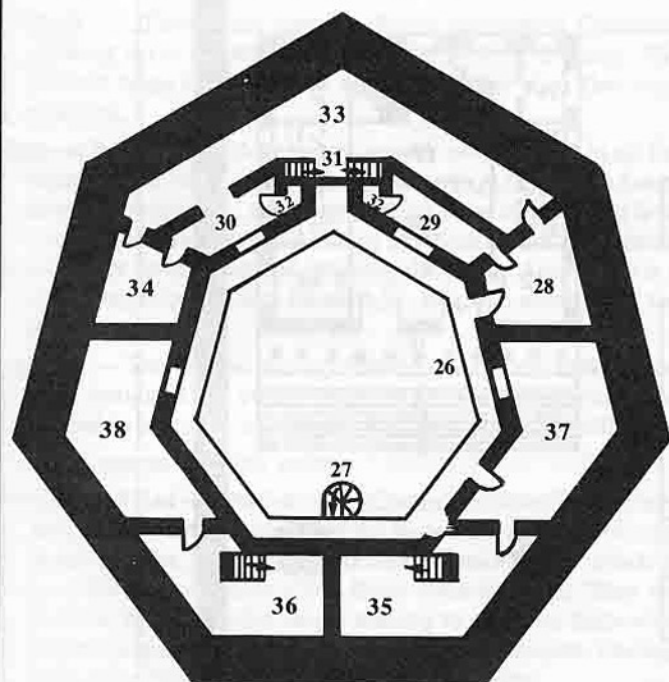
30) Sitting Room. It is also overdone. The assassins will monitor the parties progress from behind the barred window.

31) Double stairway down to the second floor. Two guards.

32) Closets.

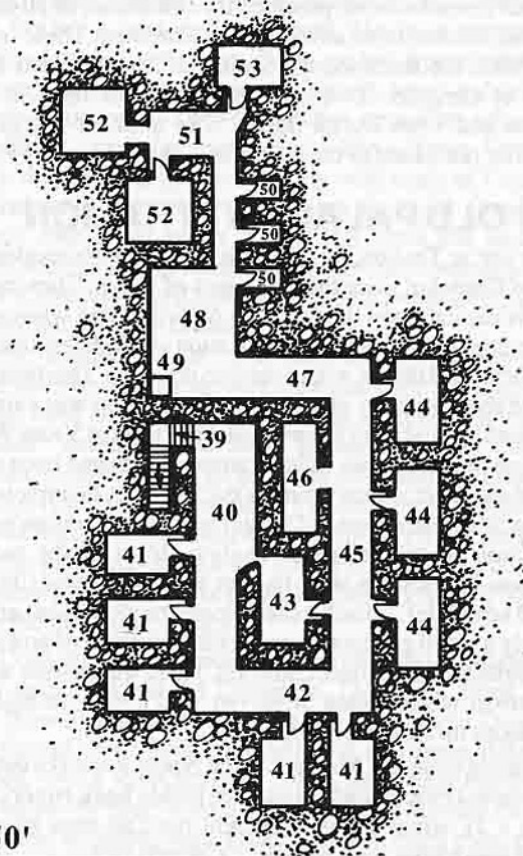
33) Back Hallway.

1" = 50'



BARAD GIRITHLIN: THIRD FLOOR

BARAD GIRITHLIN: BASEMENT



1" = 50'

34) Dinning Room. Eärnil sleeps here during the winter to gain the warmth of the fireplace. The door is steel, triple locked as at #28, though the trap drops the balcony.

35) Storage Room. Now serving as the quarter's for the castellan's mistress.

36) Emergency Barracks. Now the residence of Echorian's squire.

37) Guest Room. The steel doors usually not locked.

38) Conference Room. Doors as #37.

BASEMENT

39) Stairs down from #9.

40) Well-lit hallway, 1 guard on duty, many milling about.

41) Guard's barracks.

42) Side hall.

43) Exercise room. Arrow slit watches the corridor at #40.

44) Storage Rooms. Locks are Very Hard (-20) to pick.

45) Corridor.

46) Lounge for servants and guards, usually occupied.

47) Side Hall.

48) Main Kitchen.

49) Dumbwaiter up to the Feast Hall.

50) Pantries.

51) Back Hall.

52) Servant's dormitory, usually rowdy at night.

53) Head Cook's Chamber.

12.0 OTHER SITES

Space considerations preclude the discussion of all the sites of potential interest to an adventurer in Cardolan. These include the Eryn Vorn, the Barrows, the Swanfleet Marshes, and the amber mines of Girithlin. Two sites, the House of the Old Kings at Thalion and Creb Durga (Dun. "The tomb of Durga") are of particular relevance to the events of T.A. 1643.

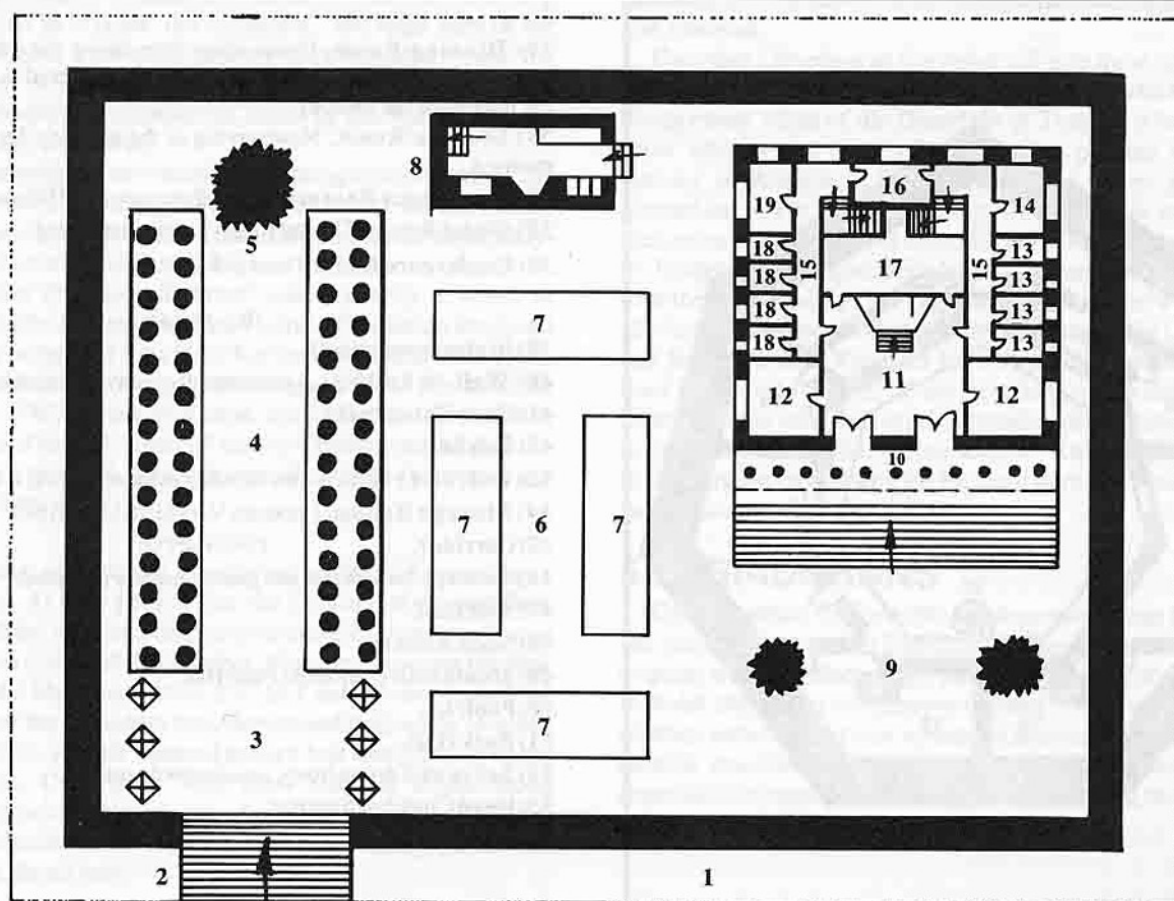
12.1 OLD PALACE AT THALION

The site at Thalion, by Metraith, has been the residence of the ruler of Cardolan since the early days of Arnor. Thorondur chose it as his capital upon the Division of Arnor, and when one of his lieutenants complained that the location was indefensible, Thorondur proclaimed that he would need no defenses. This boast did long survive the first King of Cardolan for Thalion was captured and ransomed by Arthadan forces during the Twelve Years War. Since that time the palace has fallen fourteen times and been destroyed five times, most recently during the Feotaran Insurrection.

Imlach's predecessor as Canotar spent vast sums on yet another restoration of the palace at Thalion. Most of the money was somehow lost and the work has not been completed (its ten years behind schedule). Imlach halted reconstruction on his arrival, and left only a small garrison to protect the museum of artifacts of the old kingdom that had been collected. These troops were withdrawn to Tharbad when rioting broke out, and a gang of highwaymen have taken up residence here.

A) Thalion connects Metraith to the North Road (Greenway) via the so-called Processional Road (see inside back cover). Near the palace a 21' silver statue of Elendil the Tall once stood. It was melted down after the Disaster of Cameth Brin.

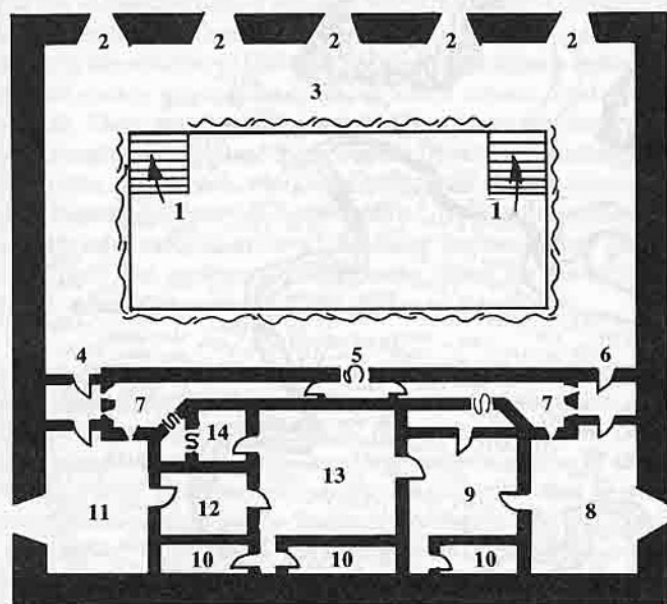
- 1) The palace complex sets atop a sloped artificial **mound** that was once faced with alabaster and tourmaline. The renovators have use limestone and soapstone on the 8' high wall.
- 2) The **steps** up from the processional road originally were covered with brass but are now bare sandstone.
- 3) Six limestone and soapstone **obelisks** ranging from 6' to 11' high enclose the front court. These duplicate 20' originals.
- 4) **The Processional Courtyard.** 56 wooden pillars, 10' tall, on a beveled wooden base now define this area. This marble colonnade at first stood 20' high with intricate bas relief carvings on the top and bottom. Two outlaws will be standing watch within this area.
- 5) **Pit.** An obelisk 120' tall originally marked the end of the processions of the High Festivals with a dais from which the King could address the people.
- 6) **The Festival Court.** Used for major feasts and entertainments.
- 7) **Four Reflecting Pools** 3' deep and dry at present.
- 8) **Stable and Servants' House.** The restoration has not progressed further than the outer walls which are still covered with scaffolding. The bandits keep their horses here and at least one will be watching over them.
- 9) **The Palace Court.** There are two shallow pits, as the restorers want to include duplicates of the 40' statues of the Two Trees that were planned but never actually installed.
- 10) The restoration of the **King's House** has been much more successful than the other projects as there was more left to work with. The epic scale of the palace and a good deal of its grandeur have been recaptured even though much of the facings are plaster and the paint is running after a few months of neglect. Windows and doors had not yet been added. The most impressive view is surely that from the west (i.e., front). An immense stairway leads up to an columned portico. These two doors have been replaced. Their locks are Easy (+20) but the bandits have barred them as well.



PALACE AT THALION: GROUND LEVEL

1" = 100'

PALACE AT THALION: SECOND FLOOR



1" = 50'

11) Throne room. The bandits have made their camp here and even after four days it has become a real mess. Their are about 30 sp and 160 cp scattered among their belongings. With great cleverness, their leader, Walec, has hidden the 10 gp advance from the Traders Guild of Tharbad in the cushions of the throne. Two glass cases containing old books and maps have been left intact as the captive scholars, Ionel and Padderec, have convinced the bandits that they contain poisonous gasses.

12) Guardrooms.

13) Bureaucratic Offices.

14) Audience Chamber. One Bandit stands guard here.

15) Hallways.

16) Guardroom.

17) Main Hall. The ornately carved stairways are magnificent.

18) Guard's Chambers.

19) Captain of the Guard's Quarters.

SECOND FLOOR

1) Stairs up from #17 above.

2) The Sunset Windows. Originally held fabulous stained glass. One bandit rotates his watch between the windows.

3) Upper Hall.

4) Entry to Queen's Suite.

5) Secret Door to the Watch Rooms. The bandits broke it and left it open during their explorations.

6) Entrance to the King's Suite.

7) Watchrooms. Protected the entrances to the Royal Chambers.

8) King's Office.

9) King's Library/Den.

10) Closets.

11) Royal Nursery.

12) Queen's Privy Chamber.

13) Royal Bedroom.

14) Utility Room. The scholars have been locked within, and the bandits have forgotten about feeding them for the last two days. There is a secret door within that the scholars know about and can operate which is unknown to the bandits, sadly there is nothing within the safe.

12.2 CREB DURGA

Creb Durga is an ancient (proto-Beffraen) ceremonial site of unknown function. Ardagor the Warlord discovered the weird ruins shortly after he located in the area and made it his home. His lair is scattered across two small hills, and a series of quagmire around the heights discourages most explorers. If the natural fortress is discovered, Ardagor has a careful plan for greeting his guests: the lookouts at the Cave are to noisily engage the intruders in order to give the bodyguards time to mobilize. They will then feign flight back to the stone table, while other parties move out to hit the intruders from behind and from the flank.

THE EXTERIOR LAYOUT

1) The low western hill, sparsely covered with pines.

2) Cavern and Tomb. located on the southern face of #1.

3) Small stream running down to the quagmire from the Big Hill.

4) Quagmire. Will cut movement by -75, and triple exhaustion effects. The large stream is easily fordable. A popular hangout for snakes; likely (01-50) to encounter one every ten rounds in the muck.

5) Small hillock.

6) Ceremonial Path. No plants will grow on this ancient walkway.

7) The Big Hill, fairly heavily forested with beeches.

8) The Cave. This appears to be a "normal" Troll's lair it is only Hard (-10) to find. Three of the Troll-guard stationed here.

9) Small Ridge. If intruders bog down in fighting at the cave, reinforcements will move up and attack from here.

10) The Old Well.

11) Crest of the Big Hill. The path abruptly comes to an end amid a jumble of boulders.

12) The Stone Table.

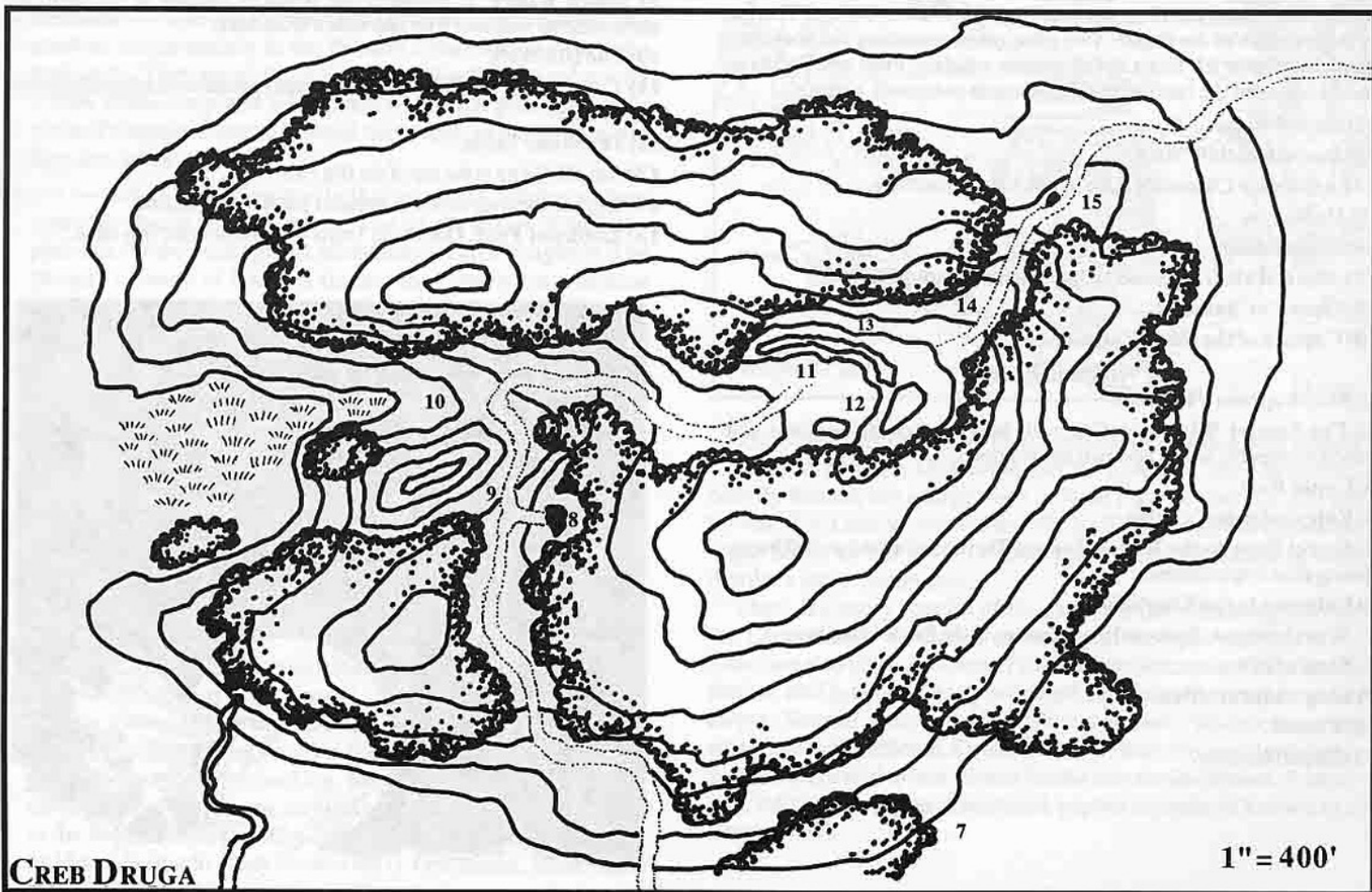
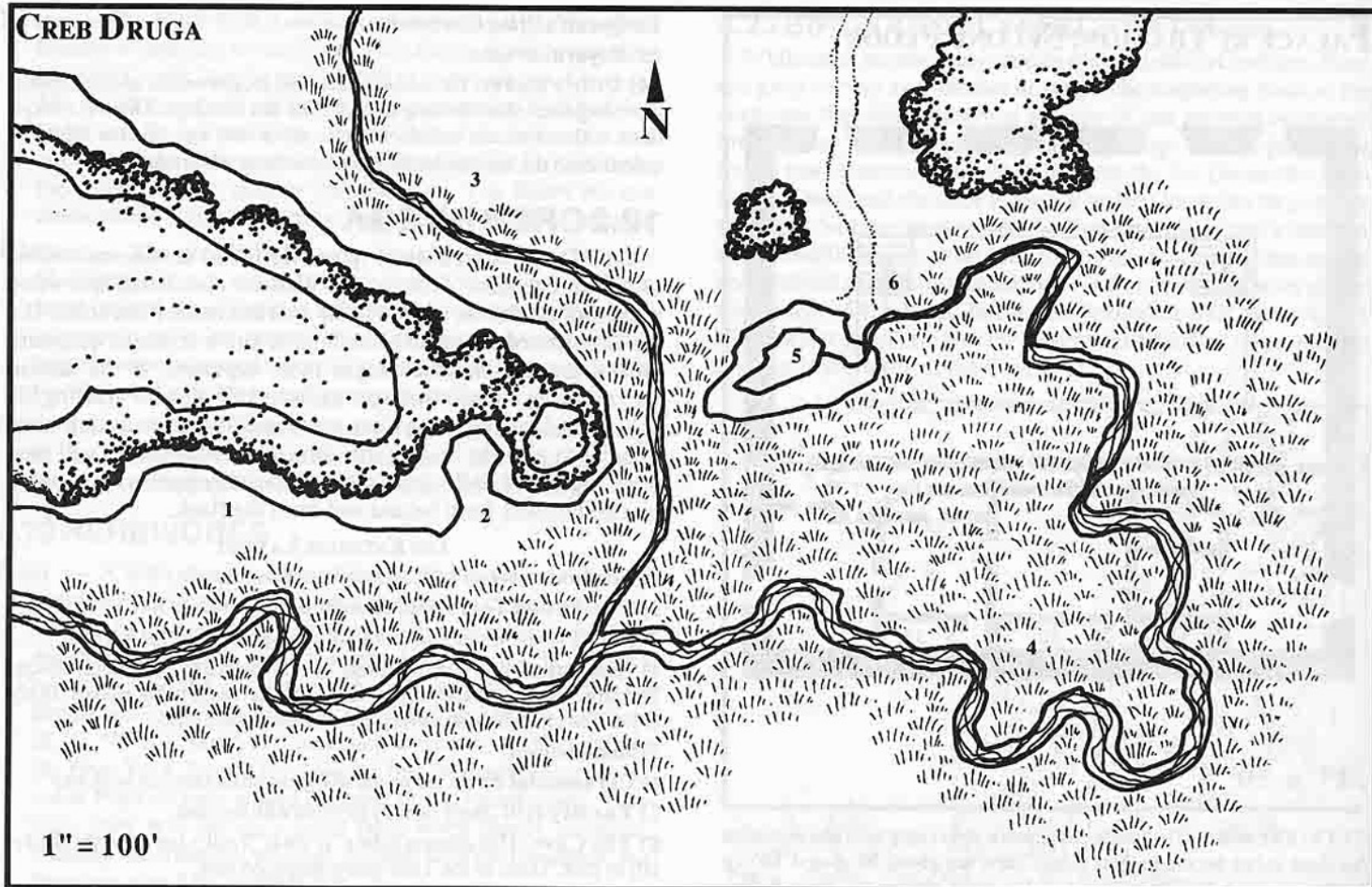
13) Small ridge at the top of the Big Hill.

14) Beyond the crest the Ceremonial path begins again.

15) Lookout Post. One of the Trolls will just fit in the tiny cave.



CREB DRUGA



THE TREASURY

a) **Entrance.** The pile of rocks appears to be the result of a landslide. It is Extremely Hard (-30) to discern otherwise. The rocks are fairly easily removed, however, Ardagor has ordered his guards to catch and maim insect in their off hours and bring them here. Four to six coireals have taken up residence in the rocks to enjoy this bounty.

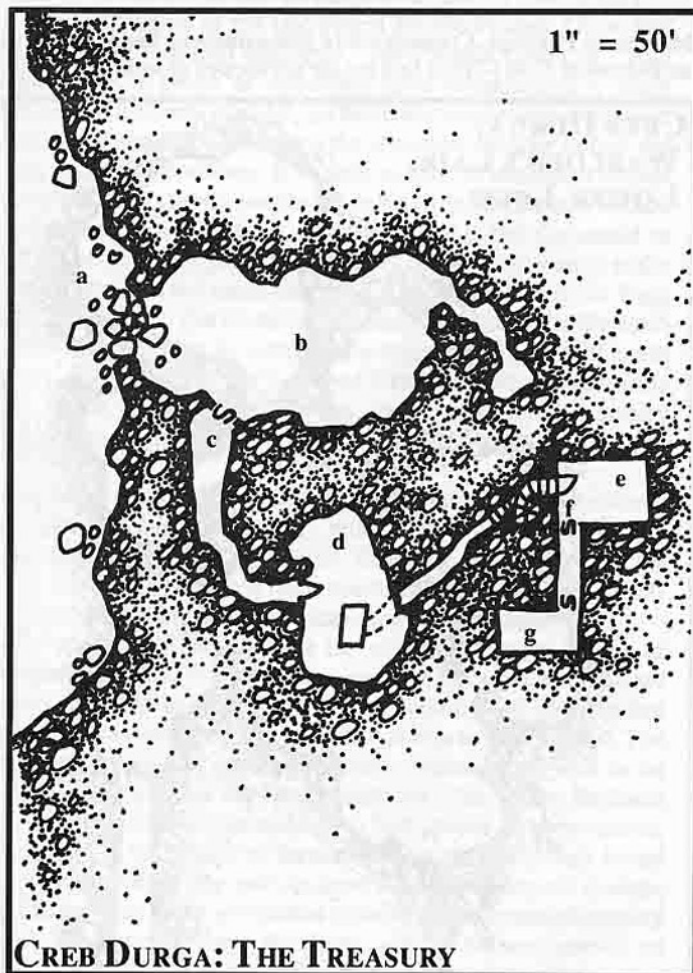
b) **Cave,** 4' high going deep into the hill.

c) **Secret Door.** Sheer Folly (-50) to find in the cramped dusty conditions of the cave. It is not locked or trapped. Beyond is a narrow and natural extension of the cave.

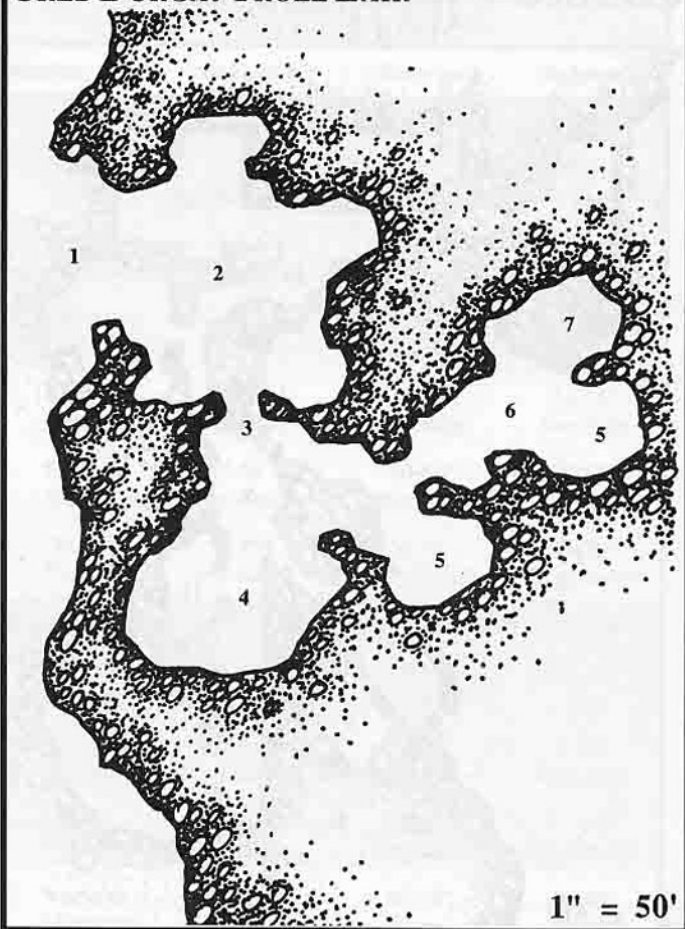
d) **Burial Chamber.** Its stone door is locked, Hard (-10) and trapped also hard (-10). The trap dumps a heavy stone 5' back down the crawlway for a +35 Fall Crush. The 6' ceilinged tomb is the home of a lesser wight that will appreciate company. He will slither out of a crude but strangely beautiful stone sarcophagus. If the sarcophagus is dragged out of the way a small hole going down to a tunnel will be found. After looping around the narrow tunnel end with a new Rune of *Running Death* on a stone door. The new lock is Very Hard (-20) and has a Very Hard (-20) needle trap poisoned with Uranna.

e) **False Treasury.** Ardagor has stored his lesser, bulky loot here. There are four large sacks with roughly a thousand coins in each. About 80% are copper pieces and the rest are bronze. There is a smaller sack with about 700 tp.

f) **Secret Door.** Located in the ceiling of the Treasury it was missed by the Warlord. Its lock is Extremely Hard (-35) to open. One can crawl up into a short 2'x2'x2' tunnel. The danger is the Very hard (-20) to detect ceiling trap which is set off if more than 50lbs of weight is place anywhere in the middle 10' of the tunnel. Setting off the trap will cause the entire tunnel to collapse.



CREB DURGA: TROLL LAIR



g) **True Treasury.** Most of the materials within are dust as they were meant to provide for the deceased in some afterlife. However, the solid gold plate armor, helmet, shield, short sword and spearhead should reward even the greediest. This comes to about 60lbs. of gold. If used the equipment is -25 but plus 50 to RRs if the entire set is worn, it would fit a small Dwarf, a large Hobbit, or a Beffraen or Wose of normal proportions.

TROLL LAIR

1) **Entrance.** The wide cave mouth is guarded by two of the three Troll bodyguard on duty. Brush has been piled around the cave mouth in what is supposed to appear to be a feeble attempt to hide it. It is Very Easy (+25) to spot.

2) **The Front Cave.** It is provided with the usual assortment of crude furniture, jars of "jellies", and other delicacies.

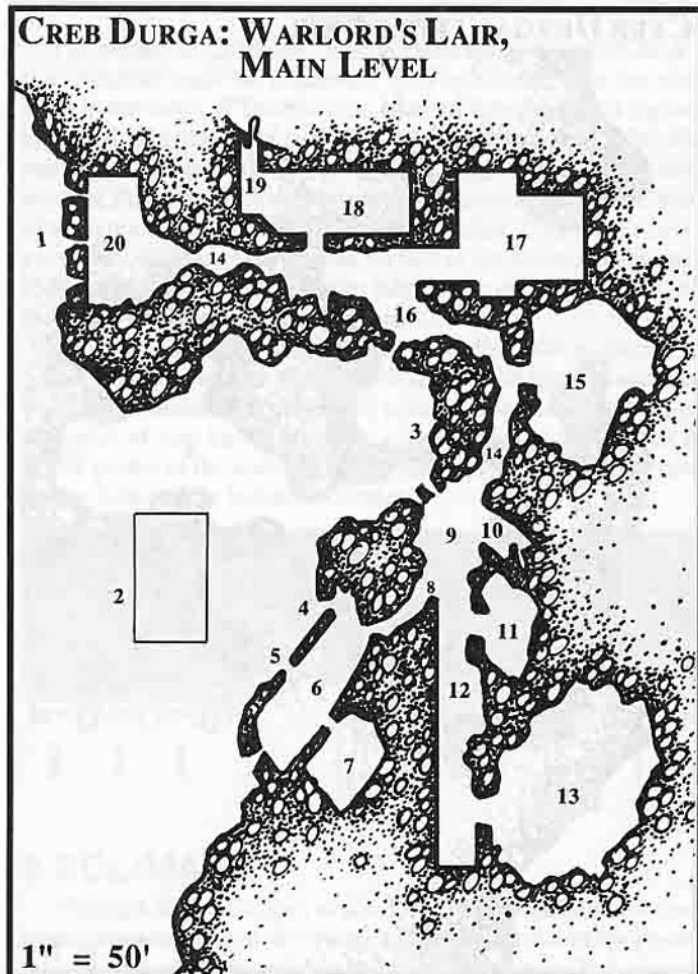
3) **Passage.** The route to the middle cave is narrow and can be easily defended by one Troll.

4) **Middle Cave.** There is a bed for the off-watch Troll, and several dozen tp and broken weapons are scattered about as treasure.

5) **Side Caves.** Each is trapped, Very Hard (-20) to detect and disarm, with a deadfall good for a +55 Large Fall/Crush.

6) **Back Cave.** The Trolls will make a last stand here if hard pressed, though one will flee back to the main stronghold.

7) **Pit in the floor.** It appears to be the Trolls' cesspool. The disguise is quite effective and this should discourage the inquisitive from climbing down to discover the passage that leads back to the Old Well at #10 above and thence back to the real lair.



WARLORD'S LAIR: MAIN LEVEL

- 1) Three well concealed **arrow slits** command the main path up to the lair.
- 2) **Stone table.** Its original purpose is unknown but the Warlord has been using it for human sacrifices. The flayed corpses of two of the foragers have been left on the table.
- 3) **False Door.** A large wooden door has been convincingly worked into the rock face. It is locked, Hard (-10), and only solid rock and a Symbol of Agony wait behind it.
- 4) **Entrance.** Cunningly set behind a narrow fissure in the rock. The iron reinforced door is barred from the inside which makes it Sheer Folly (-50) to open.
- 5) **Small Door.** Only about 4' high this entry could not serve the Trolls so the Warlord has had it barred and has piled stones behind it. He has tested it and none of his guards can batter it down in five tries, so magic is probably the only means to gain a quick entrance here.
- 6) **Parlor.** One bodyguard stands watch here, and there is an arrow slit overlooking the left flank of the lair.
- 7) **Obit the Healer's Room.** It is quite tidy for a Troll's domicile. Many useful herbs (determine randomly) are kept in his trunk. The trunk is not locked but has a Symbol of Major Pain inside the lid.
- 8) **Passage.** Easy held by one Troll.
- 9) **Central Hall.** Two arrow slits. Off-duty Trolls often roll the bones here.
- 10) **Stairs down to the lower level.**
- 11) **Secret Room.** The door is Very Hard (-20) to find but it does not lock. The alcoholic beverages are stored here.
- 12) **Hallway.**
- 13) **Large cave.** Eight of the Bodyguards reside here and it is consequently filthy. Two will usually be found here.
- 14) **Passage.** As #8.

15) **Agin and Ognor's cave.** The door is not locked but is trapped with a needle armed with Sharkasar in the door knob, Very Hard (-20) and a bucket of nightsoil on the lintel, also Very Hard. (Agin is repaying one of Ognor's practical jokes.) Neither of the Troll leaders will be in the room.

16) **Crevice.** Where the passage widens there is a crevice looking over the stone table. Too small for the Trolls, but large enough for a lithe human, the crevice has been fitted with thirty outward angled nails smeared with Sharkasar. It will be a maneuver of Absurd (-70) to avoid the nails for all but the extremely lithe and agile.

17) **Barracks.** Five of the bodyguards reside here, generally similar to #13.

18) **Barracks.** Three Trolls live here. Door as at #4.

19) **Narrows stairs** to the top level.

20) **Guardroom.** Two Trolls on duty.

WARLORD'S LAIR: LOWER LEVEL

21) **Stairs down** from #10 above.

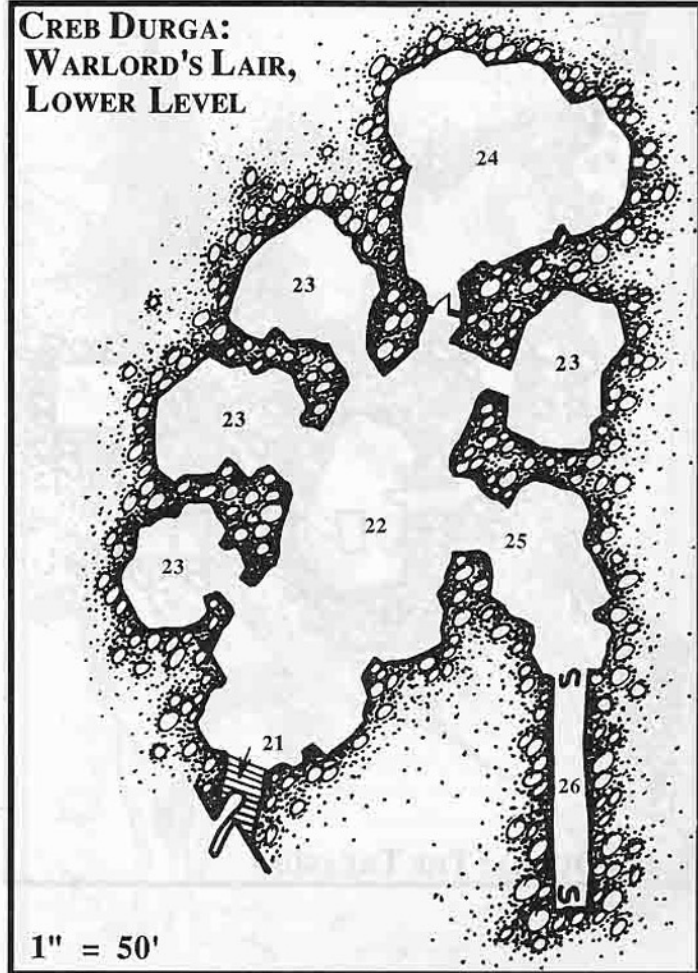
22) **Cavern.** It is somewhat low (5') for the Trolls and therefore is little used.

23) **Storage Caves.** The Warlock has provisions for several months, some of reasonable high quality.

24) **Saggo's Room.** The leader of the Troll guard has very violent nightmares and so he lives apart. The door is not locked or trapped. Rather reclusive, the big Troll is likely to be in his room.

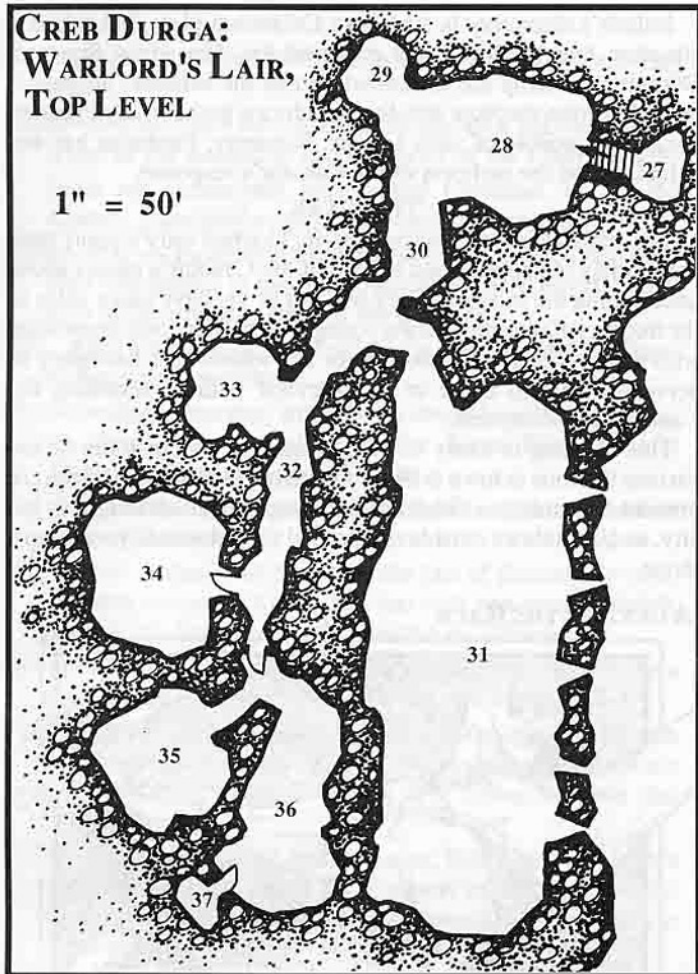
25) **Curing Room.** The two battered but alive members of the foraging party are shackled amid the butchered remains of the rest of their fellows. Often unconscious, it is only 25% likely that either will be aware of the secret passage. 1-4 Trolls are likely to be amusing themselves with the prisoners, including the Troll who is supposed to be guarding the secret passage.

26) **Secret Passage.** Connects to #16 on the area map. Both secret doors are Extremely Hard (-30) to find but are not trapped or locked.



CREB DURGA: WARLORD'S LAIR, TOP LEVEL

1" = 50'



WARLORD'S LAIR: TOP LEVEL

27) Stairs up from #19.

28) Small Cave, unlit.

29) **Guard Station.** Ardagor has emplaced a permanent Shadow Spell to conceal the guard better.

30) **Passageway.**

31) **Large Cave.** Overlooks the stone table area from area map #13. It is provided with numerous arrows slits but not manned (Trolled) except in emergencies.

32) **Narrow Corridor.**

33) **Guard Station.** As #29, except a Troll is only stationed when the Warlord is in his suite.

34) **Warlord's Office and Conference Room.** Numerous high quality maps that contrast the rather crude wooden furnishings. The door is similar to that at #4.

35) **Warlord's Den.** Ardagor relaxes here, which often means that he indulges his visceral hatred of Orcs. He has a collection of 32 Orc skulls and various instruments for his amusement.

36) **Warlord's Bedroom.** The door to his private suite is as at #4, except that it also has a needle trap with Uraana, Very Hard (-20). The bedroom is furnished with surprising taste and elegance with loot taken from all over Cardolan. If carefully carried off, the furnishings could be worth 2-300 gp.

37) **Warlord's Treasury.** The vault door is Sheer Folly to Discern (-50) but its lock is only Medium (+0) though it also has a needle trap in both hinges as that in #36. The real danger are the 6 Runes of Agony within that are Absurd (-70) to avoid. There are also 62 sheets of unused Rune Paper within, two large leather sacks containing 813 and 779 gp respectively. A leather case contains a thorough selection of Healing herbs, and a platinum and diamond necklace worth roughly 1600 gp.

13.0 ADVENTURES

The following adventures revolve around the maps and settings described in this module. Most are keyed to the Great Storm of 1643 that severely disrupted the ongoing struggles for survival and supremacy in the lands of Cardolan. The Princes of Cardolan are an adaptive lot, and it is a time of new perils and new opportunities.

13.1 HUNT FOR THE WARLORD

Under the cover of the storm, Hallas' raiding force has moved from Dol Tinare to the Empire without opposition. The main body is encamped before the Trolls caves when word is received that a foraging party off to the southwest has disappeared.

Setting: Creb Durga in the Warlord's Empire.

Requirements: A medium-sized group of adventures well versed in fighting, woodcraft, and stealth. A competent Ranger and a Mage or Animist are probably needed, but fighting abilities are of the utmost importance.

Aids: The captain has only a poor map of the general area in which the foraging party was operating. If the group lacks a healer he will provide some useful herbs. The few animals in the area could provide excellent intelligence if the party can be find and communicated with them.

Reward: The captain will pay 2 gp for any recovered bodies, and 10 gp for any foragers rescued. There is a standing bounty of 20 gp per Troll head.

THE TALE

The Warlord has a mild claustrophobia and disliked residing in the limestone caves with his army. When some Wolves reported finding the ruins of an ancient Eriadoran burial site, he decided to move there. He rationalizes that this prevents his being bottled up in the caverns, and increases his flexibility. The Warlord's elite guards, and most of his ill-gotten gains are kept at Creb Durga.

The foragers had the misfortune of stumbling upon the true location of the Warlord's Lair at Creb Durga. His well-drilled guards made short work of them, although two have been taken alive for later torture and sacrifice. The ambush site has been cleaned up and will be extremely hard to find without magical aid, as will the Troll tracks back to the lair. The foragers tracks are easy to follow.

THE TASK

The party is assumed to have signed on as mercenaries for this expedition. The search for the foragers will probably not be viewed as an exciting assignment, and the party has no other options save breaking their contracts and fleeing for they have "volunteered." The mission can be portrayed as a warm-up for the daunting task of hunting out the Trolls in the labyrinthine limestone caverns. It will rapidly develop into something far more important and perilous.

THE ENEMY

The Warlord relied primarily on his gorcrows and traps to provide security for his lair. The Storm blew many of the foul birds far into the east and disabled or revealed many of the traps. The remainder of the birds are bloated and lazy from feasting on the dead foragers. It would normally be impossible to approach Creb Durga, but now it should be feasible if the party is extremely careful. If the alarm is raised, about a third of the Trolls will move out to attempt an ambush.

The Troll sentries on the hill itself are more vigilant and pose a more serious challenge. If they spot the party, the standard defense plan (see 12.2) will be put into operation. The Warlord is an expert tactician and this plan could devastate an extremely powerful group. However, even his elite Trolls are dim-witted, and can execute the defense only through extensive practice. If the party can disrupt the plan, the defense will soon devolve into chaos. That still leaves the unpleasant prospect of dealing with the Warlord in person, for he is formidable both as a warrior and as a mage.

THE REWARDS

Beyond the paltry rewards for rescuing survivors, Hallas has placed an 840 gp reward for the head of the Warlord. Merely returning to the main body with information about Creb Durga will bring a 50-100 gp reward, but the Warlord is likely to flee before another assault can be mounted. There is also the considerable prospect of discovering the treasury of the Warlord. Managing to return to a safe place with all this loot could prove to be an adventure in itself.

13.2 A BLOW FOR PEACE

The adventurers face that most daunting of tasks: covertly seizing a major castle, and converting the majority of the inhabitants to their side by disposing of their "evil master."

Setting: The Argond, the fortress of the Princess of Dol Calantir.

Requirements: A medium-sized party of comparatively high level characters. Loyalty to Gondor would be a plus, but efficiency and expertise are the overriding criteria. A skilled mage, healer, and archer are indicated as well as a couple stealthy types and a few doughty warriors.

Aids: The Canotar Imlach Haradrimris will provide minor magic weapons, items, and herbs to make up any overt deficiencies of the party. The Canotar possesses reasonably accurate plans of the Argond, and a schedule of the guards at the castle. If it is absolutely necessary, Imlach can send one of his better fighters, or recruit a volunteer from the shadowy Seers Guild.

Rewards: Ideally the party should be glad to serve their King and to save the poor suffering folk of Cardolan from further strife. In the rather likely event that this is not the case, Imlach is prepared to offer estates in Gondor's holdings in Cardolan, or various maps to ancient treasures. If this will not suffice and Imlach is impressed with the group he could provide a license to recover "desperately needed" heirlooms from the barrows in Tryn Gorthad. He will provide horses and supply and 500 gp for expenses. Commerce has virtually ceased in Tharbad, so Imlach's stocks will be the primary source of provisions.

THE TALE

In a lucky stroke, Imlach captured an important Calantiran agent in Tharbad, and "persuaded" him to reveal much of what he knew ere the agent expired. This information was enough to reveal that Calantir not Feotar was behind the unrest in Tharbad. However, Imlach needs physical evidence in order to have any hopes of defusing the situation; a public confessions by the chief of the provocateurs would be even better. The increasingly desperate situation in Tharbad makes it imperative that any such intervention must come very quickly, there is no time for guile. Imlach has decided to send an elite group of adventurers to seize the Argond and capture Dagobert, who he presumes to be behind the plot. Imlach would prefer to go himself, but he has learned enough diplomacy to realize that Gondor must be able to disavow the mission if it fails. He will support whatever ruses the party plans, and will provide appropriate disguises, props, and forged documents. Sadly, official Gondorian credentials will not be available.

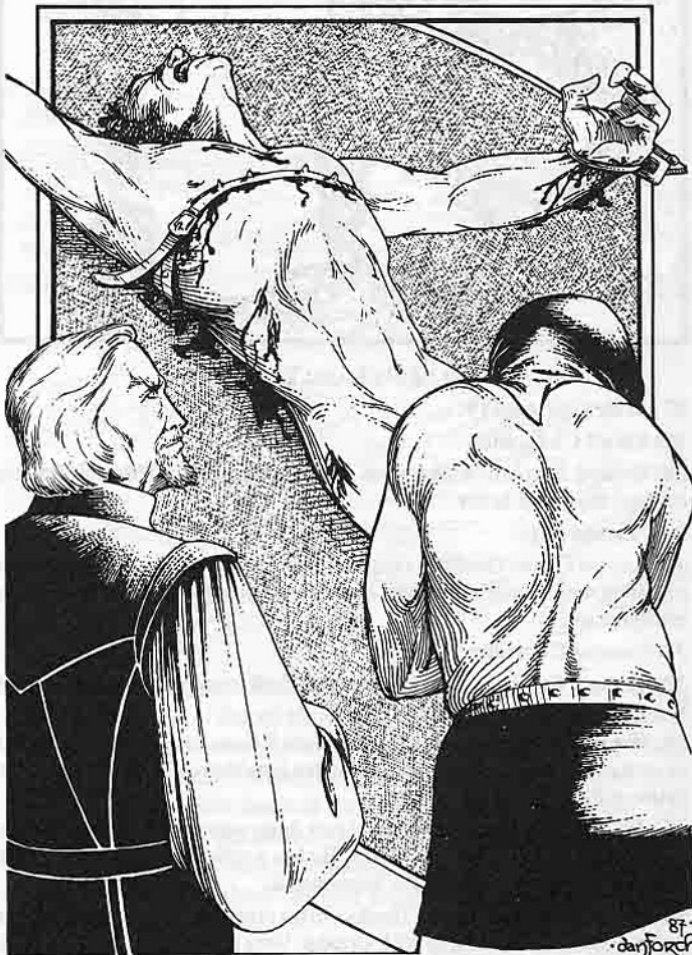
Imlach's discovery is a blow to Calantiran plots, but this is a situation that Finduilas has prepared for. Her gross Steward, Dagobert, actually has no knowledge of the scheme, but as expected no-one suspects that the withdrawn and homely Princess would be capable of such actions. However, Finduilas has not calculated on the rashness of the Canotar's response.

THE TASK

The adventurers will have been in Tharbad only a short time before they are approached by one of the Canotar's agents about undertaking the mission. They will not as yet have taken sides in the troubles of the city, and the young Dwarf, merchant-apprentice who contacts them will promise or say whatever is necessary to persuade them to come to an interview without revealing the Canotar's involvement.

This meeting is likely to be noticed, and one or more of the various factions in town is likely to attempt to discover, subvert or prevent their mission. Such an encounter with street toughs in the city, and/or outlaws outside of Tharbad should scarcely work up a threat.

AGENT ON THE RACK



Penetrating the Argond, obtaining incriminating evidence and kidnapping Dagobert should not pose that difficult an assignment for our brave and resourceful heroes. Unfortunately, Imlach has indicated that that course would be a nominal completion of their task. Imlach needs reinforcements and he hopes that the eccentric Princess of Dol Calantir will ally with him if the misdeeds of her faithless, thieving Steward are revealed to her through his efforts. Thus the party needs to gain possession of Finduilas, a significant portion of the castle, and time for potentially delicate negotiations. No piece of cake this mission.

The main variable is the reaction of Finduilas to the invasion of her home; it is utterly unpredictable. The possibilities range from her sinking into a nearly catatonic sulk to her rallying the defenders and leading a courageous counterattack to rescue Dagobert with her potent magics. It is reasonably likely that if captured, Finduilas will play along, planning to deal treacherously with her deliverers sooner, or Imlach later. However, moderately sincere co-operation with the party is not impossible. Finduilas overriding concern is with a skilled and artful control of circumstance. If the party can quickly and elegantly gain control of the Argond, she is much more likely to be well disposed towards them. It should also be noted that Finduilas is quite inexperienced with the opposite sex, and could well be vulnerable to a knight sans peur and sans reproach, or to highly developed seduction skills.

THERWARDS

All rewards will come from the Canotar, save for what minor booty might be recovered from thugs en route to Dol Calantir. Neither Imlach, nor Finduilas will be well disposed towards a looting of the Argond.

13.3 THE MITHRIL ROOM

Almost faster than an Eagle could fly, word has spread throughout Cardolan that the Great Storm has exposed the ruins of Lond Daer. Neap tide is rapidly approaching and it appears that exploration might be possible.

Setting: Lond Daer, northwestern Enedhwaith, Sudúri, (perhaps) and Thalion (possibly).

Requirements: A party of virtually any size and any level can accomplish this mission, but luck and adaptability are vital. At least one expert swimmer, and either magical or herbal means to deal with flooded passages and bad air are vital. Thieving skills, fighting ability, and healing cannot be neglected for those who would succeed in this adventure face myriad challenges.

Aids: A party that can find a noble sponsor will be lavishly outfitted, although much of the money will be needed to procure transportation from the Bargemen. Maps will abound, but most are bogus. Braegil's map of the ruins, kept at Thalion would be extremely useful, although its acquisition will incur great delays.

Rewards: The price for this mission has rapidly inflated to 200 gp up front, expenses, and 10% of recovered treasure. This assumes a group of about seven (totaling about 40 levels). This price will vary proportionally to the size and experience of the group.

THE TALE

Prince Braegil the Scholar, the second son of Ostohor (the Last King of Cardolan) was a loremaster who was renowned even among the Elves. Braegil devoted much of his research to the hunt of ancient heirlooms and treasures that might restore the declining fortunes of his father's kingdom. In T.A. 1405, Braegil led an expedition to the sunken ruins of Lond Daer. In early 1409 he was preparing a major expedition in great secrecy, but this was aborted by his death in the Battle on Tyn Gorthad. Word gradually spread that Braegil thought he had discovered the fabled Mithril Room of Tar-Telemmaitë.

Most of the Wise had virtually forgotten Tar-Telemmaitë, but the fifteenth King of Númenor was the "bogy man" in much of the folklore of Cardolan as his lust for mithril had provoked the Second Revolt of Eriadorans in the dim mists of the Second Age. Tar-Telemmaitë's wealth and greed were exemplified in legend of his ordering the casting of pure mithril paneling to cover all of the interior of 30'x40'x12' room. This work could only be done by the Dwarves of Moria, and the Mithril Room was said to have been lost when the ship bringing it to the King foundered off Pelargir. Braegil found hints that the panels had been secretly sent to Lond Daer, and that a great warship had been lost in the Storm known as the Wrath of Ossë, probably before the ship had reached port. The 800 pounds of "mithril" contained in the panels is a prize that makes the greatest Dragon horde seem puny, but most of the metal was cleverly debased by the Naugrim. Its actual worth is about 1600 gp (100 gp per panel).

Braegil's hunt for this treasure became a popular ballad, his death and the fall of the kingdom being attributed to his unleashing the curse of the Mithril Room. Few of the Princes of Cardolan put any credence in this tale, but they cannot afford not to be sure if the price is only a few hundred gp and a few much more expendable adventurers. The race to Lond Daer is on.

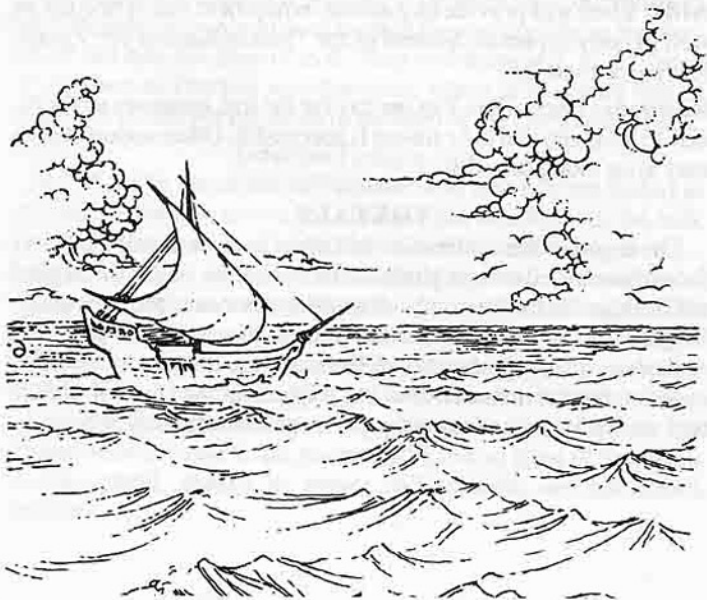
THE TASK

The Princes, as is their habit, will seek their explorers in Tharbad. The situation in the city is extremely tense, as widespread rioting was broken up by the hurricane, and the various factions are now arming and preparing for civil war. The group should become aware of the map at Thalion. The need for this map must be balanced against the need to leave immediately as competing groups may do. Departure must be within two days to arrive at Sudúri before the neap tide.

Most of the vessels at Tharbad have been damaged by the storm, and the Bargemen keep up well on rumors, so passage to Sudúri will be extremely expensive. The Bargemen will not permit their craft to be used for fighting among the groups, though nighttime raids against another camp are totally permissible as long as no Bargemen are harmed. (They will stay on their craft, and will not allow their passengers to do so, persuading them to navigate at night will be prohibitively expensive.) The party can make directly for Lond Daer but guides who know how to avoid the vicious Beffraen of the area can only be found at Sudúri.

Although the Great Storm temporarily quenched the fires of revolt in Tharbad, it precipitated conflict in Sudúri. Most of the native Sarlainers fled inland, and the southern refugees seized the city in Olby's name. Lanaigh is slowly gathering a siege, and both sides are likely to attempt to enlist any warlike types who drift by into their armies by persuasion or by force. Prices for supplies will be exorbitant and it will be hard to find a willing guide.

Once finally at Lond Daer, the party will be faced with Beffraen raiders, the possibility of a Dunnish tribal war band, and the questionable honor of their competitors. This is besides the mysteries and dangers of the ruins themselves.



THE ENEMY

Travel in the wilds of Cardolan is not without its perils, but the gravest danger to the party comes from their own kind, the competing groups of adventurers with the same quest. When and if the ruins are successfully reached, the problems become primarily inanimate. Some of the traps are still operable, but more danger lays in an incautious approach to the flooded passages and the bad air. This is compounded by the presence of the Nurga. The Beffraen have recurring problems with wereratism. If the exorcism ceremony is badly botched, a Nurga (Greater Wererat) results, and the local tribe thought that the ruins would make an excellent prison. The Nurga's condition is highly variable, and a weak but clever party that has gotten this far will have to trust the dice to overcome the beast. The true site of the treasure has its own phantasmal guardians.

THE REWARD

The fee for undertaking this mission is by no means paltry, and there is the possibility of gathering considerable booty in conflict with the other adventure groups. Once Lond Daer is reached their remains considerable salvage that was missed or ignored centuries ago. The Mithril Room itself, if it can be recovered, will prove far less valuable than expected. The Dwarves alloyed the mithril with aluminum and they claimed to have lightened the panels by magic to disguise their fraud. This makes the panels undetectable by magical means. The Dwarves of Moria will not wish to have their ancient chicanery exposed, and may attempt to recover "their" treasure in any event. The Elves of Rivendell likely could recover the 40 lbs of mithril actually contained in the panels, but are unlikely to be willing to destroy such a great work of art for such crass and material reasons.

13.4 TREACHERY

The adventures must penetrate one of the strongest castles in Cardolan to obtain evidence that someone is betraying the King Arthedain. They have inside help, but who's on which side, who is the real traitor?

Setting: Barad Girithlin and vicinity.

Requirements: A small party that has stealth, climbing and thief skills and which is loyal to Arthedain. Their levels should be medium.

Aids: The recruiter of the group will provide them with a hasty sketch of the castle, the location of the incriminating evidence, and the means to contact Glaran, a sergeant of the guard. The group will deliver a load of mutton to the kitchen, and Glaran will hide them in a pantry where they are to await the dead of the night before undertaking their task.

Rewards: The recruiter offers 60 gp up front per party member, with the promise of 40 gp more after they have completed the mission. There is also the satisfaction of serving the King of Arthedain through the exposure of a pernicious nest of vipers.

THE TALE

The revolt of the southerners in Sudúri in the wake of the Great Storm has caused certain glitches in the schemes of Eärnil, Regent of Girithlin. He has been subsidizing the services of the mercenary Raggars in Saralainn in order to foil the invasion plans of Arthedain. The opportunities of the revolt are too much for Eärnil to resist, but the non-arrival of the Raggars at the siege of Sudúri will surely be noticed, even the inept Arthadan spy service.

Eärnil has decided on a plot to eliminate his nephew Echorion before he reaches his majority. His incriminating correspondence with the Raggars has been phrased so that the scheme could be blamed on Echorion. Echorion, with his unimpugned integrity and considerable presence, would make it difficult to blame the perfidy on him, if he is alive.

Eärnil has recruited the gullible adventures. He plans to slay them once they have reached the safe, and to murder Echorion. Things will be arranged so that it will appear that Echorion hired the assassins to kill Eärnil after his uncle discovered his "treachery." The plot was foiled, and sadly Echorion was slain before he could face the King's justice.

THE TASK

The party will discover that something is wrong fairly quickly. Shortly before midnight they will hear the sounds of struggle in the kitchen and find their egress from the pantry barred. On breaking out they will find Glaran garotted. The guards will be out in greater strength than they were led to expect, and the only route they can follow, is that to the upstairs that they planned to take. An ambush awaits on the third floor.

Ideally the party will figure out what is going on in time to survive, save Echorion, and capture Eärnil to face justice. If they can unravel the plot and escape to Arthedain, they can probably bring the truth to light. If they merely escape, they are likely to be branded as criminals to be killed on sight, and restoring their reputation will prove a long and difficult task.

THE REWARDS

Aside from the money provided by Eärnil, the party will likely be well rewarded by both Echorion and King Argeleb II if they succeed, being knighted would be appropriate.

13.5 CARAVANS, GARDENS, AND TWO-LEGGED CURS

Eben the Merchant has decided that he cannot afford to wait for the political situation to settle down before he gets his shipment of glass and amber to Tharbad. His fellow tradesmen, and most mercenaries think he is a fool.

Setting: The road (Redway and Greenway) from Sarn Ford to Tharbad.

Requirements: A medium to large-sized party of low level characters. Some outdoors and healing abilities are needed, but the emphasis is on brawn and vigilance.

Aids: Eben will provide any normal equipment that is needed as well as daily expenses. Several of the Thalion Bandits carry maps leading to their lair.

Rewards: Eben offers 2 sp per day for the trip, expenses en route, and 15 gp given that the caravan is successful. Other opportunities may arise along the way.

THE TALE

The revolt of the southerners in Sudúri in the wake of the Great Storm has caused certain glitches in the schemes of Eärnil, Regent of Girithlin. He has been subsidizing the services of the mercenary Raggars in Saralainn in order to foil the invasion plans of Arthedain. The opportunities of the revolt are too much for Eärnil to resist, but the non-arrival of the Raggars at the siege of Sudúri will surely be noticed, even by the inept Arthadan spy service.

Eben, an unsavory Dunnish merchant, is being hard pressed by his creditors, and has decided to take the risk of getting through. He claims that getting his usual cargo of ceramics, glass, and amber to market first will allow him to get a good enough price to pay off his debts. His problems are more serious than he admits, and some of Eben's less savory creditors has pressured him into an attempt to smuggle a load of combat herbs (mainly Mirennia, Suranië, and Harfy) stolen from Fornost Erain to Tharbad.

The Traders Guild has discovered this bit of free-lancing and is not pleased. A gang of outlaws has been sent to Thalion specifically to intercept the caravan.

LOADING



THE TASK

Wolves, and the possibility of wandering brigands of the Manish or Orcish variety are likely to enliven the first half of the voyage. Later a nocturnal decent by the Thalion Bandits is a virtual certainty. The party may be tempted to pursue the bandits back to Thalion, the former home of the Kings of Cardolan whose small Gondorian garrison was withdrawn to Tharbad. Eben is not discrete when he has been drinking, and the party may come to suspect the illicit nature of the cargo they are protecting. If they decide to act on this knowledge they are likely to become involved in the deadly world of the factions of Tharbad.

THE ENEMY

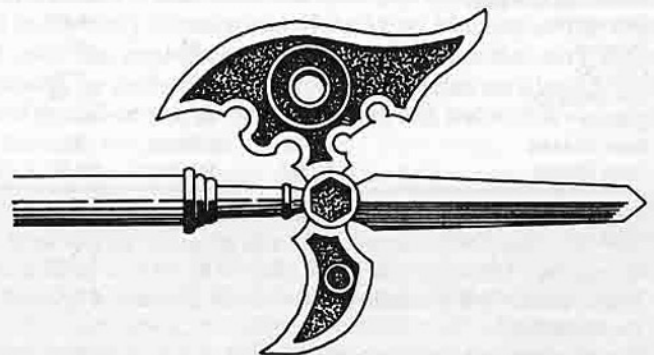
The randomly encountered beasts, both two and four legged, that prowl the unguarded Road will not be a minor problem for a low-level group. The main problem is, of course, the bandits who seek the cargo of the caravan, but luckily in the current situation, the Traders Guild could not afford to send its best men. Eben is prepared to sell out his erstwhile guardians if that will save his own neck, and his servant Ragi will happily betray them and/or his master for the slightest gain.

THERWARDS

The fee from Eben in itself is rather high given the experience of the group, given that every thing goes smoothly. There is the possibility of booty from the brigands, and although Thalion has been looted several times, there are still a couple treasures carefully hidden. The herbs that Eben is smuggling are worth up to 1000 gp, beyond the 280 gp value of his legal goods.

13.6 OTHER ADVENTURES

- 1) APC has come into a substantial inheritance and decides to form his own mercenary company. Reliable warriors and support personnel must be gathered quickly, and an employer found, in order not to miss the profits of a new round of little wars. The new captain will face the task of gaining a reputation in this highly competitive market while minimizing his losses, and learning to survive in the perilous world of Cardolan's politics.
- 2) One of the factions of Tharbad hires the group to attempt to contact and recruit the escaped slaves and other outlaws of the Swanfleet Marshes for the forthcoming struggle in the port city. The PC's will be paid a bounty for each warrior they bring back, and may also hunt for rare herbs, or try some poaching.
- 3) One of the Princes of Cardolan employs the group to try their luck with an old treasure map to some of the Elvish ruins along the southern bank of the Mitheithel. A long journey in the perilous wilds lies ahead. At the end blood-thirsty Undead and intricate traps await them.
- 4) A southern warship has been pillaging the waters of the mouth of the Baranduin. The PC's must rally the local Rivermen to undertake to stop the behemoth and its armored warriors with their tiny vessels. Careful planning could lead to the recovery of vast booty or the PC's may dare to seek out the Elves of Harlindon in search of aid.
- 5) Suspicious persons attempt to hire the PC's to eliminate the Half-orc Captain Forak, "After all, how can you murder an Orc?" If the mission is accepted, the head of the cunning Forak is no easy prize. If not, who is actually behind this request? How far have the agents of the Witch-king penetrated into the rulers of Cardolan? Skulduggery, mystery, and treachery lies ahead.



14.1 MASTER ENCOUNTER TABLE

Encounter	Towns and Tharbad	Sudúri	Old Forrest and Eryn Vorn	Saralainn	Downs and Highlands	Tyrn Gorthad	Gwathlo Basin	Eastern Cardolan	Marshes	Major Rivers and Coastal Waters
Chance (%)	65%	50%	50%	15%	20%	35%	25%	10%	15%	20%
Distance (miles)	.5	.5	.5	8	7	4	8	8	5	8
Time (hours)	.5	.5	.5	4	3	2	4	4	2	4
Inanimate Dangers										
General Traps	—	—	01-02	01	01	01-02	—	01	01	—
Natural Hazards	01	01	03-04	02-03	02	03-04	01	02-03	02-06	01-05
Severe Weather	02	02	05	04-05	03	05	02	—	07	06-07
Sites & Things	03	03	06-09	06-10	04-10	06-14	03-06	04-18	08-11	08-12
Animals										
Wolves	—	04	10-12	11-16	11-18	15-20	07-11	19-24	12-13	13
Wargs	—	—	13	17-18	19-20	21-23	12	25-26	—	—
Lions	—	—	14-16	19	21	24	—	—	14	—
Bears	—	—	17-19	20	—	—	—	27-28	15	—
Glutan	—	05	20-22	21-25	—	—	13	—	—	14
Ninfiara/Wild Aurochs	—	—	23-24	—	—	25	—	—	—	—
Boar	—	—	25-26	26-28	22-23	26-27	14	29-30	16	15
Pronghorns	—	—	—	—	24-28	28-31	15	31-32	—	—
Sheep (w/Sheep Hounds)	04-10	06-11	—	29-31	29-34	32-36	16-25	33	—	16-20
Bats/Flying Frogs	11	12	27-34	32-33	35	37	26	34	17-18	21
Poisonous Snakes	12	13	35-37	34-36	36	38	27	35	19-25	22-26
Crocodiles	—	14	38-39	37	—	—	—	—	26	27-30
Giant Catfish	—	—	—	38	—	—	—	—	27-31	31-36
Birds	13-17	15-16	40-44	39-43	37-40	39-40	28-33	36-41	32-38	37-41
Other Animals	18-20	17-19	45-46	44-48	41-44	41-46	34-39	42-46	38-47	42-49
Undead (N)										
Wights	—	—	—	—	45-48	47-52	40	47-48	48	—
Other Undead	—	—	47-51	49	—	53	41	49	49	—
Local Men										
Smugglers/Thieves	21-24	20-23	52	50-53	49	54-56	42-44	50	50-53	50-55
Mercenaries/Brigands	25-28	24-28	53	54-56	50-54	57-62	45-49	51-53	54-55	56-57
Beffraen	—	—	54-59	57	—	—	—	—	56	58
Tribesmen	29-31	29-32	60	58-68	55-56	63-66	50-54	54-59	57-62	59-61
Common Folk	32-50	33-58	61-64	69-76	57-64	67-68	55-64	60-65	63-69	—
Rivermen	51-54	59-62	65	77-78	—	—	65-66	—	70-71	62-63
Sailors	55-57	63-67	66	79	—	—	—	66	72-74	64-65
Merchants	58-62	68-70	67-68	80-81	65	69	67-68	67	75	66-69
Nobles	63-66	71-73	69	82	66-67	70-71	69-70	68	—	70-71
Military Unit	67	74	70	83	68	72	71	69	76	72
Large Patrol	68	75-76	71-72	84-85	69-70	73-74	73	70-71	77-78	73-75
Small Patrol	69-72	77-79	73-76	86	71-72	75	74-76	72	79-80	76-77
Spies	73	80	77	87	73	76	77	73	81-82	78
Other Individuals	74-75	81-82	78-79	88	74	77	78	74	83-86	79-81
Other Men										
Pirates	—	83	80-81	89	—	—	—	—	—	82
Northmen	76-77	84	—	—	75-76	78-80	79	75	—	—
Easterlings	78	—	—	—	77	81	—	76-77	—	—
Dunlendings	79-81	85-88	—	90-93	78-81	82	80-82	78-80	87-92	83-87
Hillmen	82	89	—	—	82	—	—	81-82	—	—
Southerners	83-87	90-91	82	94-95	83-84	83	83-85	—	—	88-89
Other Foreigners	88	92	83	96	85	84-85	86-87	83-84	93	90-91
General Folk	89-91	93-94	84-85	97-98	86	86-87	88-89	85	94	92-93
Non-mannish Races										
Wandering Company	—	—	86-87	—	87	88	90	—	—	—
Other Elves	92	—	88-89	—	88	89	91	86	95	94
Dwarves	93-94	95	90	—	89	90	92-93	87	—	—
Orcs (N)	—	—	—	—	90-95	91-93	94	88-92	96	—
Hill Trolls (N)	—	—	91-94	—	96-97	94	—	93-94	—	—
Hobbits	95-96	96-97	96-97	—	98	95-97	95-96	95	—	95
Stoor Hobbits	97-98	98	98	—	—	98	97-98	96-98	97-98	96-98
Other Beings	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00

Use of the Encounter Table and Codes:

The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the **Time** given on the table or the time it takes the group to cover the **Distance** given on the table, whichever is shorter. If an encounter roll is less than or equal to the **Chance** of Encounter given on the table, a second roll of (1-100) is made to determine the nature of the encounter.

An encounter does not always require a fight of similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.

14.2 MASTER BEAST TABLE

Type	Lvl	#/Enc	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	Notes
Auroch	2	1-10	L	MD/MD	140	No/4	20	50MHo/50LTs	Domesticated, usually used as draft animals.
Black Bear	5	1-4	L	MF/MF	150	SL/8	20	65LGr/70LCI/40MBi	Found only in woods, flee men unless cornered.
Boar	2	2-20	M	F/MF	100	No/4	30	50MHo/50MBa/40STs	Males are very aggressive about defending packs.
Fiara	1	2-20	M	VF/MF	50	No/3	45	20SHo/35TTs/—	Only males have horns, solitary during winter.
Glutan	3	1-2	S	MF/BF	45	No/3	50	60MBi/50MCI/Both	Attacks without reason, always fights to the death.
Golodo	2	1-200	M	MF/F	30	No/1	25	40MPi/40SBa/—	Run at least sign of danger, except when nesting.
Great Eagle	20	1	H	BF/VF	300	No/4	55	150HCl/90HBA/100HPi	Use Super-large crits, rarely intervene in Cardolan.
Grey Flyer	0	1-1000	T	VS/MD	2	No/1	30	15TCI/10TBa/poison	Swarm in early summer, Lvl 4 reduction poison.
Hill Troll	10	1-8	L	SL/MD	200	RL/11	20	95LBA/85LCI/65We	A few inhabit the South Downs, -30 in daylight.
Madratine	2	1-2	S	F/VF	45	No/3	55	55SBI/—/—	Timid scavenger, fights only to protect its kits.
Nimfiara	7	1	L	BF/VF	210	No/3	60	75LHo/60LBA/—	Extremely rare, if crits when charging use 80LTs.
Sheep Hounds	4	1-12	M	MF/F	65	No/3	45	55MBi/—/—	Defend against wolves, distrust unfamiliar persons.
Spotted Lion	5	2-10	M	F/F	110	No/4	25	75LCI/75LBI/—	Very wary, if Bite crits next attack is 100LCI.
True Warg	8	4-20	L	F/VF	200	No/4	55	100LBI/75LCI/—	Undead (IV), dissolve if killed, servants of Angmar.
Vampire Bat	1	1-50	S	VF/VF	10	No/1	60	25SBI/—/—	Often spy for evil masters, also often carry rabies.
Warg	5	2-40	M	F/VF	130	No/3	35	75LBI/60LCI/—	Aggressive and cunning, often used for orc cavalry.
Wild Auroch	4	1-4	L	MF/F	190	No/3	35	75LHo/65LTs	Becomes very aggressive with little provocation.
Wolf	3	5-25	M	F/F	110	No/3	30	65LBI/—/—	Will not attack mounted groups unless provoked.
Sheep									
Goral	2	2-12	M	F/VF	55	No/3	45	55MBa/50MTs/—	Wild sheep of the downs, males are aggressive.
Harbo	1	6-60	M	F/F	50	No/3	40	50MBa/45MTs/—	Crossbred with Goral, can take care of themselves.
Normal	0	10-200	M	F/MF	40	No/1	30	40MBa/35MTs/—	Need protection to survive in Cardolan.
Pronghorn	2	2-200	M	VF/F	70	No/3	30	35MHo/30MTs/—	Capable of brief BF bursts of speed.
Snakes and Water Creatures									
Nathair	1	1	S	MD/F	25	No/1	25	40SSt/poison	Easily angered, Lvl 6 Circulatory poison.
Nathrach	1	1-2	S	MD/MF	20	No/1	20	30SSt/poison	F/MD in water, hunts on land, Lvl 2 Muscle poison.
Ossenathrach	4	1	L	F/F	75	No/4	30	650LSt/70mGr/poison	Fully aquatic, SL/SL on land, Lvl 6 Muscle poison.
Coireal	0	1	T	SL/VF	10	No/1	20	450TSt/poison	Inoffensive but deadly, Lvl 10 Muscle Poison.
Land Tortoise	1	1-2	M	VS/VS	120	Pl/20	5	35MBi/—/—	Take several months to starve.
Sea Crocodile									
in water	8	1-4	L	MD/F	220	RL/9	40	120LBI/100LGr/80LBA	Will attack small boats if hungry.
on land	8	1-12	L	SL/MD	220	RL/9	10	80LBI/80LBA/—	Nests only on Eryn Vorn.
Giant Catfish									
Normal	3	1-2	L	SL/MF	160	No/1	30	60LBA/60LGr/50LSt	If Grapple succeeds may swallow smaller prey.
Ancient	10	1	SL	VS/MD	260	No/4	45	90HBA/90HGr/65LSt	As above, found only in the lower Gwathló (yay!).
Birds									
Blue Pigeon	0	2-1000	T	F/MD	5	No/1	70	0TPi/0TCI/—	Migrate across Cardolan in immense flocks.
Gorcrow	1	5-50	S	F/MF	20	No/1	55	10SPi/10SCI/—	Often spys for Angmar.
Great Swan	2	1-4	S	MD/MD	16	No/1	45	25SPi/10SBa/—	Extinct except in Swanfleet Marshes.
Hawk	2	1-2	S	VF/BF	25	No/1	50	45MCI/25SPi/—	Rarely attacks larger creatures.
Hopta	1	1-20	S	MD/MD	14	No/1	30	30SHo/0SCI/—	Carion eating stork, very cautious.
Ice Goose	1	2-60	S	MD/F	12	No/1	40	20SPi/—/—	Migrates along the coast.
Owl	1	1-2	S	F/F	20	No/1	50	35SCI/10SPi/—	Nocturnal predator, rarely aggressive.
Red-headed Duck	1	4-100	S	F/F	8	No/1	50	0SPi/0SCI/—	Common along rivers.
Undead									
Constructs	6	4	M	MD/MD	140	Pl/20	25	100bs/70LBA/—	Prevent exit unless commanded (For 15.2)
Lesser Ghost	7	3	M	F/F	100	No/1	35	Special/60MBa/—	Drains 3 CON pts/md, 10' radius. (For 15.2)

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: **Lvl** (Level), **#/Encount** (number encountered), **Size** (Tiny, Small, Medium, Large, or Huge), **Hits**, and **DB** (Defensive Bonus). The more complex statistics are described below:

Speed: A creature's speed is given in terms of "Movement Speed/ Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, F = Fast, VF = Very Fast, BF = Blindingly Fast.

AT (Armor Type): The two letter code gives the creature's **MERP** armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent to the **Rolemaster** numeric armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack = T = Tiny, S = Small, M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack = Ti = Tiny, Pi = Pincher/Beak, Ba = Bash, Bi = Bite, Cl = Claw, Cr = Crush, Gr = grapple, Ho = Horn, TS = Trample/Stomp, St = Stinger, and We = Weapon. These codes may differ slightly from the **MERP** and **Rolemaster** codes.

(Primary/Secondary/Tertiary) = Each creature usually initiates combat using its "Primary" attack. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" attacks (all in the same round if previous attacks are very successful).

14.3 MASTER MILITARY TABLE

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes	
NATIONAL ARMIES												
SARALAINN												
Royal Bodyguard/10	Eriadoran	5	90	Ch/13	30	N	N	100ba	45da	10	Warriors. +10 Eriadoran battle-axes.	
Archer Leaders/6	Mannish Mix	4	70	SL/6	25	N	N	55di	70sb	15	Rangers. 1 spell list.	
Royal Archers/48	Mannish Mix	2	50	SL/6	15	N	N	30di	55sb	10	Warriors. Very steady.	
Cav. Leaders/4	Mannish Mix	4	65	Ch/13	20	Y	N	65sp	45sp	10	Warriors. Carry three +5 spears.	
Royal Cavalry/40	Mannish Mix	2	45	SL/7	15	Y	N	50sp	30sp	5	Warriors. Also carry 3 spears.	
Sudúri Watch/60	Mannish Mix	2	45	SL/6	15	Y	N	50ss	35sb	10	Warriors. Basically a police force.	
Sudúri Levy/~120	Mannish Mix	1	30	No/1	5	Y	N	25sp	—	0	Various. Useful only for defense of city.	
Clans (Three or four of the nine clans will generally answer a royal summons to war, though one will probably revolt. The King's own clan is always loyal. The make-up of a typical clan is given below.)												
Chieftain/1	Mannish Mix	6	100	Ch/14	20	Y	10	A	100bs	60da	15	Bards/Rangers who know 3 lists, +10 gear.
Warriors/6-20	Mannish Mix	4	80	SL/6	15	N	N	60th	50sb	15	Bard/Rangers, 1 list.	
Clansmen/30-90	Mannish Mix	2	45	No/1	10	N	N	60pa	25di	10	Scouts. Long-axes use pa table, all SI crits.	
Tribes (The King can usually acquire the services of a couple Dunnish tribes from his own lands or from Enedwaith. The later source of manpower is often used by all the Princes of Cardolan.)												
Chief/1	Dunnish	7	120	Ch/13	25	Y	N	110sp	85wb	15	Warriors. Prefer gilded chainmail. 1 list.	
Warriors/8-40	Dunnish	3	65	SL/4	20	Y	N	55sp	45wb	15	Warriors. Poor discipline.	
Tribesmen/50-150	Dunnish	2	45	SL/4	5	Y	N	45sp	35wb	10	Warriors/Scouts. Very fragile morale.	
EMPIRE OF THE WARLORD (The Warlord can mobilize twice as many fell-beasts and slaves if invaded.)												
Troll-guard/16	Hill Troll	8	150	RL/12	5	N	A/L	95cu	50ro	-5	Warriors. Elaborate armor, -10 in daylight.	
Troll-levy/25-35	Hill Troll	6	130	RL/11	20	N	N	85LBa	75LCI	10	Warriors. -30 day time, no direct sunlight.	
Wargs/50-60	Warg	6	150	No/4	50	N	N	75LBi	60LCI	15	The Warlord favors particularly large wargs.	
Bats/100-200	Fell Bat	2	15	No/1	55	N	N	40SBi	disease	30	Vampires: reluctant to operate in daylight.	
Mercenaries/20	Mannish Mix	3	60	Pl/18	10	Y	A/L	70ha	45ha	15	Warriors. Ensure that the slaves fight.	
Slaves/120-180	Dunnish	1	25	No/1	0	N	N	30sp	—	5	Warriors. Terror makes them fanatical.	
THARBAD												
Commanders/8	Lsr.Dúnadan	6	90	Ch/15	35	Y	A	95bs	65lcb	15	Warriors. +10 long swords.	
City Garrison/160	Mannish Mix	3	55	Ch/13	20	Y	N	60bs	55lcb	10	Warriors. Reluctant to expedition.	
City Watch/240	Mannish Mix	2	45	RL/9	10	N	N	50qs	30sl	10	Warriors. Local constables, sl is on staff.	
Mob/Militia/400	Mannish Mix	1	30	No/1	5	N	N	25da	—	5	Various. Tharbad is prone to rioting.	
Traders Guild/30	Mannish Mix	3	50	No/1	20	N	N	65da	40da	20	Scouts. The muscle side of the Guild.	
Naval Captains/1-8	Eriadoran	6	90	No/3	40	N	N	100qs	60sb	25	Rangers. Patrol Gwathló, 1 to 8 in port.	
Marines/20-160	Eriadoran	3	60	SL/5	25	N	N	50ha	70cb	15	Warriors. Solid street fighting men.	
GIRITHLIN (About half the lesser nobles of Hir Girthlin will answer a summons to war. When mobilized, Girthlin forces tend to include a comparatively high number of levy, that is 600-700 of the potential 2-3,000.)												
Erreter/14	Dúnadan	8	125	Ch/15	25	Y	5	A/L	100bs	75lcb	15	Warriors. Command retainers and levy.
Retainers/140	Mannish Mix	4	65	Ch/13	10	Y	N	75bs	50sb	10	Mercenary Warriors. D*istinctive regalia.	
Mercenaries/60	Mannish Mix	3	55	SL/6	10	Y	N	70sp	45sb	15	Warriors. The Hir's retainers.	
Levy/650	Mannish Mix	1	35	No/1	0	N	N	25sp	—	5	Warriors. Very prone to desertion.	
TYRN GORTHAD (Older norms of military organization are still upheld in the troubled Barrow-downs.)												
Erreter/7	Dúnadan	9	135	Ch/14	25	Y	5	A	110bs	85cp	20	Warriors and Rangers. +15 equipment.
Retainers/56	Mannish Mix	3	50	RL/9	15	Y	N	70ha	45sb	10	Warriors. Mostly foreign mercenaries.	
Ohtari Hiri/28	Lsr. Dúnadan	6	95	Ch/13	20	Y	N	90pa	65hcb	15	Warriors. The baron's bodyguard.	
Rangers/6	Eriadoran	6	100	SL/4	25	N	N	100ba	45sb	25	Rangers. Most know 2 Lists to 5th Lvl.	
Militia/500	Mannish Mix	2	40	SL/6	10	N	N	55sp	65sb	5	Warriors. Excellent morale in defensive.	
Cairl/100	Hobbit	2	40	SL/5	40	Y	N	60ss	60sb	20	Rogues/Warriors/Scouts. Can be tough.	
FEOTAR (Feotar tries to rely on a volunteer army, with only small forces standing at any given time. Trained Warriors are supposed to be joined by the local levy. The results of this system are always unpredictable and often disastrous.)												
Guards/500	Northman	4	60	Ch/13	20	Y	N	75bs	50sb	15	Warriors. Very good if well led.	
Levy/4000(?)	Mannish Mix	1	30	No/1	0	N	N	30sp	—	0	All types. Rarely more than 500 gathered.	
TINARE (Tinarean forces have just been re-organized with a significant mounted element. The Emil of Dol Tinare generally prefers to use mercenary companies rather than his own militia.)												
Erreter/11	Lsr Dúnadan	7	105	Ch/14	20	Y	5	A/L	105bs	60lcb	15	Warriors. A couple are pure Dúnadan.
Ohtari Rhyn/97	Mannish Mix	3	55	RL/10	10	Y	L	65ha	60lcb	10	Warriors. Mounted infantry, poor horsemen.	
Bodyguard/8	Northmen	5	70	Ch/13	15	Y	N	90bs	35sb	15	Warriors. Castle duties have softened them.	
Levy/200	Mannish Mix	1	35	No/1	0	Y	N	35ss	—	5	Warriors, etc. Good as these types go.	
CALANTIR (Calantir uses large forces for internal control and tends to rely on hirelings.)												
Erreter/27	Mannish Mix	5	65	Ch/13	10	Y	5	N	85ma	55sb	10	Warriors. Relatively few like to fight.
Retainers/300	Dunnish	2	45	RL/9	5	N	N	50sp	30wb	10	Warriors. Local thugs, weak in combat.	
Reeves/65	Dunnish	3	55	Ch/13	10	Y	N	65ms	40wb	10	Warriors. Primarily tax collectors.	
Mercenaries/50	Mannish Mix	3	55	Ch/14	10	Y	N	65bs	50cb	15	Warrior. Castle Guards.	
Militia/6000(?)	Mannish Mix	1	20	No/1	0	N	N	25cl	5ro	0	(Warriors.) Undependable rabble.	

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ OB	2ndary OB	Mov	Notes
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MERCENARY COMPANIES AND FOREIGN GARRISONS

Although all of the Princes of Cardolan maintain professional native troops, the national army was not reconstituted after the Battle on Tryn Gorthad in T.A. 1409. Only two principalities — Saralainn and the Warlord's "Empire" — have effective "national" armies. The Princes generally rely on various mercenary companies and/or co-operation with the garrisons maintained by Arthedain and Gondor. Four such companies predominate in the contemporary military situation.

CRUAIDH MARAICH (D. "The Steel Riders")

Sergeants/5	Lsr.Dúnadan	7	105	Pl/19	30	N	A/L	110ba	80cb	20	Rangers. +15 battle axes. 3 spell lists.
Steel Riders/28	Lsr.Dúnadan	5	85	Ch/14	15	N	A/L	90th	60cb	20	Warriors. +10 weapons, often melee on foot.
Left Siders/28	Dunnish	2	40	No/1	50	Y15	N	55sp	40wb	5	Warriors. +15 wall shields to screen riders.
Right Siders/28	Dunnish	3	60	SL/6	30	N	L	65sp	55wb	10	Warriors. Carry 4/5 weeps for missile fire.
Scouts/8	Hillman	4	70	SL/8	15	N	N	75sp	60sp	15	Scouts. Spears are +10 vs Pl or Ch.
(Warhorses)	Great-horse	4	160	Ch/15	10	N	A/L	LBa70	MBi45	20	Very scarce, valued above personnel.

RAGH CRANN-SLEAGHA (D. "Ranks of Pikes")

Knights/4	Lsr.Dúnadan	7	115	Pl/20	30	Y10	A/L	135bs	95jv	10	Warriors. Cardolani Requin. +90 shield bash.
Sergeants/8	Lsr.Dúnadan	6	100	Ch/16	40	N	N	110pa	25da	15	Warriors. +10 halberds. Also 70fa.
Pikemen/79	Lsr.Dúnadan	5	90	Ch/16	30	N	N	95sp	20da	10	Warriors. 12' + 10 pikes. Also 60fa.

TROICH-ARMCHLEASAH (D. "Dwarf-warriors")

Wardens/4	Khazâd	6	110	Ch/15	30	Y5	A/L	100ba	65ha	5	Warriors. +10 battle-axe. 3/4 throwing-axe.
Warriors/14	Khazâd	4	85	Ch/15	25	Y5	A/L	80wm	55ha	0	Warriors. +5 equipment.
Merc. Line/30	Mannish Mix	3	60	Ch/13	30	Y	N	65ss	50sb	10	Warriors. Some carry light crossbows.
Light Cavalry/40	Mannish Mix	3	55	RL/9	30	Y	N	60la	40sb	15	Warriors. If forced to melee, use 40ss.
Auxiliaries/30-50	Dunnish	1	30	No/1	15	Y	N	40sp	35wb	10	Warriors. Fodder.

FORAK-EIGINN (D. "Forak's Violators")

Leaders/4	Half-orc	4	80	Pl/17	20	Y5	N	90sc	45sb	15	Warriors. +10 scimitars.
Engineers/12	Lesser Orc	4	70	Ch/14	15	Y5	L	80sc	65sb	15	Warriors. Have 4 mobile light ballistas.
Sappers/48	Mixed	2	45	SL/6	20	N	N	50sc	—	20	Warriors. Efficient construction troops.
Warriors/70	Dunnish	2	45	SL/8	15	Y	N	50sp	35wb	5	Warriors. Fierce but brittle morale.

OTHER COMPANIES & BRIGANDS (There are currently five other mercenary companies, who will readily indulge in banditry when contracts are scarce.)

There are also three outlaw gangs who will consider mercenary employment. The force below, Harran's Death Brothers, is more or less typical of both groups.)											
Captain/1	Various	8	120	Ch/13	30	Y5	N	120ha	75ha	15	Usually Warriors or Scouts. +10 weapons.
Sergeants/3-6	Various	4	80	RL/9	25	Y	N	80bs	35da	15	Warriors. Usually seasoned veterans.
Regulars/15-40	Mannish Mix	2	45	SL/7	20	Y	N	50sp	30sb	10	Warriors. Ferocious if cornered.
Foragers/10-30	Mannish Mix	2	40	SL/5	25	N	N	50ss	30sb	15	Scouts. Not noted for loyalty.

DAGARIM GONDOR na THARBAD (S. "Gondorian Army at Tharbad")

Knights/12	Dúnadan	7	120	Pl/19	20	Y5	A/L	115ml	95cp	5	Warriors. Gondorian Requin. Use 110bs.
Squires/12	Dúnadan	4	75	Ch/15	30	Y	L	85ml	75cp	10	Warriors. Operate with Knights.
Mtd.Sergeants/26	Lsr.Dúnadan	3	65	SL/8	25	Y	N	60ml	40sb	10	Warriors. Padded leather armor.
Men-at-Arms/72	Lsr.Dúnadan	3	65	Ch/15	20	Y	A	65bs	50cb	5	Warriors. Scattered in several castles.
Auxiliaries/86	Mannish Mix	2	50	Ch/13	15	Y	N	50bs	40sb	10	Warriors. Mainly kept at Tharbad.

DAGARIM ARAN na ATHRAD SARN (S. "The Royal Army of Arthedain at Sarn Ford")

Arequain/9	Dúnadan	10	130	Ch/15	45	Y5	A/L	120bs	120cp	15	Warriors. Royal Knights of Arthedain.
Ohtari Rhyn/77	Mannish Mix	4	75	Ch/14	35	Y5	L	85ml	80cp	10	Warriors. Professionals that use 65bs.
Ohtari/26	Eriadoran	4	75	Ch/13	40	Y5	N	85ss	85cp	10	Warriors. Serve garrison/caravan duty.

KEY

CODES The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be found in the main text. Some of the codes are self-explanatory **Lvl** (level) **Hits**, **Sh** (shield), and **Mov** **M** (movement and maneuver bonus). The more complex codes are listed below.

AT (Armor Type) The two letter code gives the being's **MERP** armor type (No = No Armor, SL = Soft leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent **Rolemaster** armor type.

DB (Defensive Bonus) Note defensive bonuses include stats and shield. Shield references include quality bonuses (e.g. "Y5" indicates "Yes, a +5 shield").

Gr (Greaves) "A" and "L" are used to indicate arm and leg greaves respectively.

OB's (Offensive Bonuses) Weapon abbreviations follow OB's fa — falchion, ss — short sword, bs — broadsword, sc — scimitar, th — two-handed sword, ma — mace, ha — hand axe, wh — war hammer, ba — battle axe, wm — war mattock, cl — club, qs — quarter staff, da — dagger, sp — spear, ml — mounted lance, ja — javelin, pa — pole arm, sl — sling, cb — composite bow, sb — short bow, lb — long bow, lcb — light crossbow, hcb — heavy crossbow, bo — bola, wp — whip, ts — throwing star, hb — halberd. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

Stats: Ag — Agility, Co — Constitution, SD — Self-Discipline, Me — Memory, Re — Reasoning, St — Strength, Qu — Quickness, Pr — Presence, Em — Empathy, In — Intuition. For **MERP**, average Re and Me for Intelligence.

Skills: Most skills are self-explanatory: S/H — Stalking and Hiding, Per — Perception, Amb — Ambush, Acrob — Acrobatics, etc.

14.4 MASTERNPC TABLE

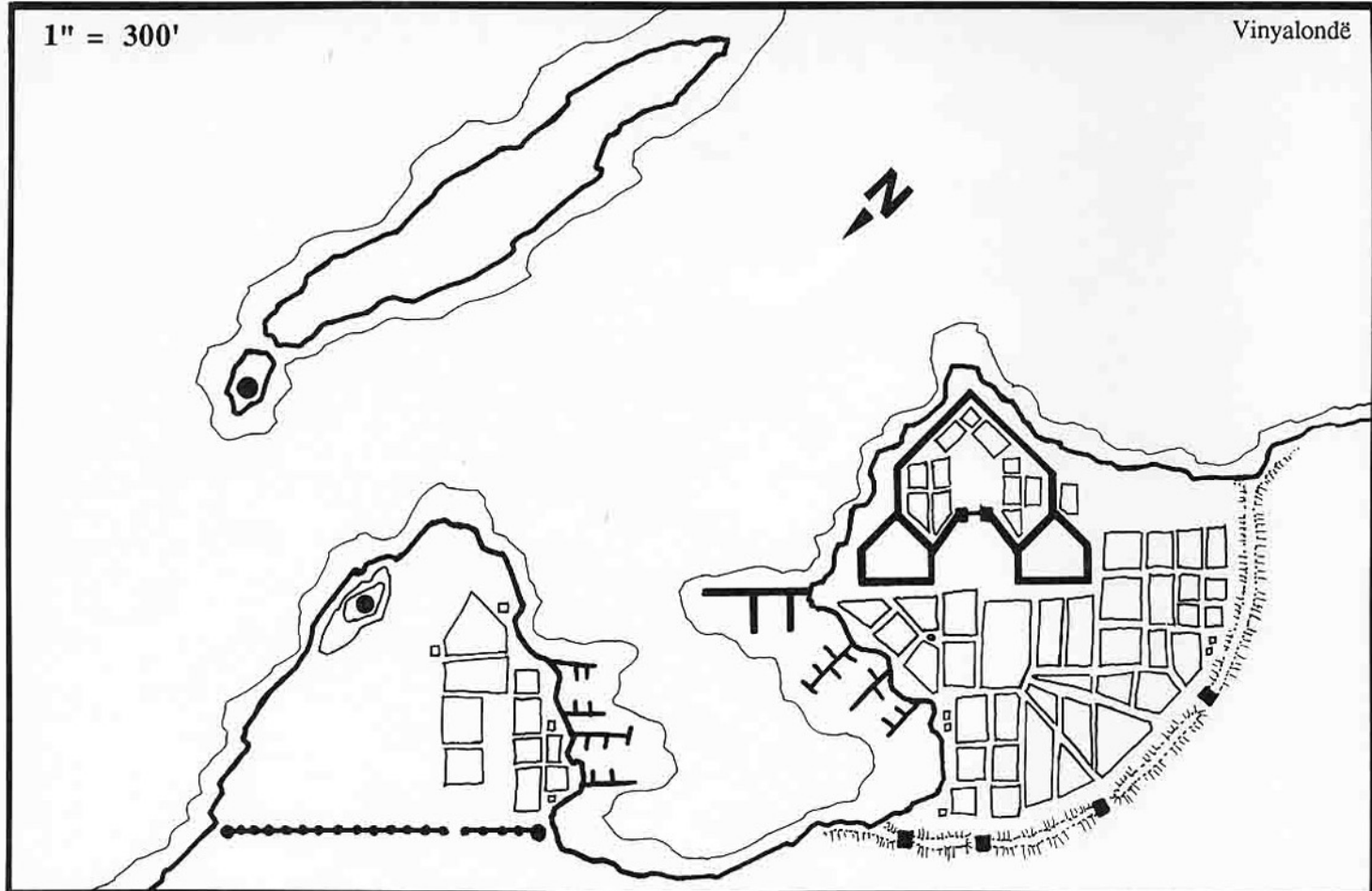
Name	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ 2ndary OB	Mov M OB	Notes
PRINCES OF CARDOLAN										
Pelendur	13	104	PI/18	50	Y5	A/L	108bs	102lb	10	Dúnadan Warrior/Fighter, Hir Tyrn Gorthad. Ag90, Co80, SD91, Me66, Re92, St94, Qu69, Pr85, Em92, In96, Climb30, Swim40, Ride80, S/H54, Per60, Amb 8, Traps 40, Locks 10, Heraldry35, Caving 40. +15 long sword, Slays Undead; Númenórean Steel Bow +20, double range; Amulet +25 vs Channeling; Knows Dispersing Ways to 5th Lvl.
Eärnil	15	120	Ch/14	30	Y10	A/L	122ma	88ma	15	Dúnadan Warrior/Fighter, Regent of Dol Gorthlin. Ag98, Co85, SD87, Me75, Re82, St96, Qu84, Pr93, Em86, In83, Climb10, Swim5, Ride62, S/H40, Per20, Falsifications 50, Diplomacy 67, Pub Spkng 35, Poison 50, F. Aid 60. +20 mithril mace, inflicts extra Impact crit; Greaves avoid 35% of arm and leg crits; +10 full shield, Bladeturn True 1xday; Boots, -20 Man. fumbles.
Finduils III	14	91	No/2	60	N	N	88ra	x	30	Dúnadan Mage/Bard, Ernil of Dol Calantir. Ag72, Co74, SD40, Me98, Re93, St81, Qu93, Pr99, Em52, In95, Climb5, Swim-30, Ride35, S/H80, Per65, Seduction 76, Runes 54, Staves&Wands 54, Interrogate 80, Strategy 60. 56PP. Ring 2xPP, +10for/vs Magic; Rod Lightning Bolt 4xday; Robes +15DB; Pearl Necklace-always gets initiative; +15 rapier.
Lanaigh	12	132	SL/8	25	N	N	127wm	62sb	25	Dunlending Warrior/Fighter, King of Saralainn. Ag92, Co97, SD68, Me57, Re77, St98, Qu92, Pr90, Em75, In84, Climb30, Swim20, Ride15, S/H45, Per25, Forage 50, Herbs 35, Pub Spkng 45, Traps 20; Ath. Games 76. +15 war mattocks, 3xdamage on Puncture Crits; Heavy Hides +10DB; totem +20 RR; +5 short bow; Armbands of Strength 3rds, 4xday.
Hallas	17	74	PI/20	20	Y5	A/L	83ss	67lb	-30	Dúnadan Warrior/Rogue, Ernil of Dol Tinare. Ag54, Co77, SD92, Me62, Re91, St83, Qu44, Pr28, Em90, In94, Climb5, Swim10, Ride45, S/H30, Per55, Ad Maneuvers at +50, Music 54, Star Gazng 40, Navigate 60, Runes 20. +20 Mithril swort sword; +10 plate armor, 50% weight; Rune of Absolution; Medalion detects lies and forgeries; +15 long bow.
Imlach	12	165	Ch/13	25	Y5	N	112fa	86lcb	35	Dúnadan Warrior/Fighter, Canotar at Tharbad. Ag92, Co97, SD94, Me78, Re67, St100, Qu86, Pr59, Em81, In90, Climb35, Swim40, Ride45, S/H10, Per25, Smith 60, Tumble 35, Subdue 40, Cook 50, W. Watch 35. +15 falchion, +25 to parry; Chain shirt +10db; +10 light cross bow; Helm reinforced with mithril; 40% head crits avoided; Vial of Healing Potion, 4doses @heal 40
Ardagor	21	236	RL/11	40	N	N	145th	—	45	Half-elf/Half-troll Bard/Mystic, Warlord of the Empire. Ag100, Co86, SD90, Me63, Re76, St93, Qu54, Pr101, Em99, In77, Climb30, Swim10, Ride-5, S/H55, Per40, Acrobatics 50, Staves & Wands 60, Trap-Building 84, Lore 35. +10 two-handed sword, does 2x damage, and crits twice; neckband +20DB, illusion of helm; amulet +20RR; Wand of Fireballs; Sandals double range of leaps.
LESSER LORDS AND OTHER LEADERS										
NORTHERN CARDOLAN										
Echorion	7	97	PI/19	25	Y10	A/L	104ml	67cb	15	Dúnadan Warrior/Fighter*, Hir Gorthlin. Ag96, Co76, SD90, Me72, Re81, St98, Qu91, Pr84, Em96, In53, Climb20, Swim40, Ride67, S/H15, Per20, R.Stroke 50, Sing 40, Sail 30, Row50, Amb 2, Traps 25. 6 +10 lances; half-plate +15db; +10 composite bows; knows two base animist lists to 5th Level, 14 PP.
Minastir	11	153	RL/12	35	Y5	A/L	130bs	80hcb	10	Dúnadan Ranger, Commander of Garrison at Sarn Ford. Ag91, Co100, SD93, Me99, Re89, St98, Qu74, Pr83, Em76, In97, Climb15, Swim25, Ride74, S/H35, Per50, Channel 30, Runes 25, Navigate 40, Track 55, Traps 40. +25 mithril broadsword, never Fumbles; Full Rigid Leather -20d; +10 Heavy crossbow, usable when mounted; Ring +20 DB, +15RR; Royal Banner +20 morale of his troops.
Aethelan	10	155	SL/8	20	N	N	132ba	25ha	25	Eraidoran Warrior/Rogue*, A Lord of the Pinnath Ceren. Ag86, Co91, SD93, Me66, Re87, St90, Qu72, Pr94, Em91, In96, Climb40, Swim20, Ride10, S/H45, Per67, Herbs 50, Forage 35, Amb 10, F. Aid 52, Track35. +15 Eriadoran battle ax, +30 vs metal armor; many herbs, Hides +10 DB
Pelenwen	9	132	No/1	15	N	N	89qs	15sl	35	Dúnadan Animist/Healer, Pelenil's twin sister. Ag92, Co98, SD90, Me95, Re76, St49, Qu78, Pr101, Em87, In99, Climb20, Swim20, Ride45, S/H30, Per55, Caving 30, Acting 35, Embroidery 55, F. Aid 50, Traps 15. Ring 3xPP (Healing Spells Only); +10 quarter staff; sash +10 DB; Neckalce 30% avoid head crits; Mithril earrings each allow an Adrenal Maneuver without Failure.
Sherl	7	83	No/3	25	N	N	74sp	25sp	40	Beffraen Animist/Seer, Oracle of Eryn Vorn. Ag84, Co86, SD93, Me72, Re64, St92, Qu86, Pr97, Em51, In101, Climb15, Swim15, S/H60, Per80, Forage 20, Signal 45, W. Watch 60, Contort 40, Herbs 20, Traps 40. +10 spear; The Stone of the Oracle: Double range and duration on forecasting spells, 2xpp. 28PP
SOUTHERN CARDOLAN										
Dagobert	8	97	Ch/14	30	Y10	A/L	84mg	74mg	10	Urban Man Scout/Rogue, Chamberlain of Dol Calantir. Ag85, Co88, SD75, Me68, Re96, St95, Qu77, Pr66, Em81, In92, Climb10, Swim5, Ride40, S/H35, Per50, Trickery 45, Rope Mastry 30, Falsifications 50, Runes 30. +15 main gauche, returns via Long Door 1xday; normal shield +10DB; Pen set +15 forgery; Key will open any non-magic lock 1xday, only once per lock.
Fiorel	10	92	No/4	45	N	N	90da(2x)	85da	60	Dunlending Scout/Thief*, Matoch of Matoch. Ag100, Co81, SD77, Me87, Re90, St33, Qu100, Pr93, Em84, In96, Climb60, Swim35, Ride20, S/H100, Per30, Acro 40, Diplomacy 30, Fishing 30, Pub Speakng 35, Herd 30. 4 +10 daggers; Hides +10 DB; Ring of Invisibility 1xday 5rounds.
Olby	5	52	No/1	20	N	N	30cl	5cl	25	Common Man Warrior/Rogue*. Ag86, Co71, SD84, Me94, Re82, St66, Qu78, Pr100, Em97, In45, Climb20, Swim10, Ride15, S/H30, Per40, Sing 55, Pub. Speakng 80, Seduction 40, Juggling 35. Since his illness, Olby has an inexplicable +50 RR; his followers have given him many gifts which he cannot use.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ 2ndary OB	Mov M OB	Notes
Bemakind	9	140	Ch/13	35	N	N	155bs	60cb	20	Northman Warrior/Fighter, Retired Feotarin General. Ag77, Co94, SD95, Me59, Re85, St100, Qu98, Pr90, Em67, In85, Climb30, Swim20, Ride45, S/H25, Per30, Tactics 45, Strategy 35, Iai 50, R.Stroke 93, Amb 9. +20 broadsword, extra elec. crit.; Chain shirt +10 DB, negates a crit, 2x day; Gauntlets of Strangth 2xday.
THARBAD										
Eratil	8	105	RL/9	30	Y5	N	75ss	60lcb	15	Mixed Man Scout/Rogue, Chamberlain of Tharbad. Ag72, Co88, SD90, Me94, Re96, St83, Qu93, Pr84, Em78, In97, Climb5, Swim20, Ride30, S/H40, Per35, Seduction 50, Diplomacy 35, Traps 30, Locks 45, Amb 3, Runes 15. +15 short sword, grooved to retain poisons; wall shield +5DB; 8 Runes of Glamour (he uses to make cp look like gp); Rigid Leather Breastplate +10 DB.
Craier	12	98	Ch/16	20	Y5	A/L	85ms	55hcb	10	Dwarf Warrior/Fighter, Grand Master of Merchants Guild. Ag89, Co62, SD97, Me88, Re99, St91, Qu52, Pr75, Em80, In92, Climb15, Swim-5, Ride20, S/H30, Per50, Trading 80, Acting 40, Trickery 20, Diplomacy 35, Signals 15. +10 morning star, extra crush crit; Chain Hauberk -15d; Ring detects Poison, +5 DB; +5 heavy crossbow.
Neburcha	8	61t	No/1	20t	N	N	50sc(t)	60sl(t)	30t	Easterling Scout/Thief*, Master of the Traders Guild. Ag80(95), Co14(90), SD22(100), Me61(71), Re70(80), St82(97), Qu65(80), Pr74(84), Em52(62), In91(101), Climb70, Swim35, Ride10, S/H65, Per50, Rope Mastry 45, Trickery 50, Traps 60, Locks 40. +15 Orcish scimitar slays Men; Trap Kit +5; Lock Kit +10.
Rogeth	7	114	SL/6	15	N	N	121ma	60sb	25	Urban Man Warrior/Fighter, Speaker of Laborers Guild Ag59, Co90, SD93, Me49, Re82, St97, Qu66, Pr99, Em74 In87, Climb20, Swim30, Ride15, S/H50, Per35, Pub. Speaking 60, Bolt 4xday; Several minor runes.
Aelfred	9	132	No/1	40	N	N	152MA Str	50ro	20	Eriadoran Warrior/Fighter, Captain of Bargemen Guild. Ag99, Co98, SD85, Me83, Re86, St102, Qu92, Pr79, Em50, In62, Climb30, Swim50, Ride5, S/H10, Per10, Row 70, Sail 60, Subdue 65, Diplomacy 15; Adrenals +50. Gauntlets +10 Striking; Belt +15DB; "Burglar Proof Purse."
MERCENARY CAPTAINS										
Tarhad	11	126	Pl/18	35	Y10	A/L	129bs	90cb	15	Mixed Man Warrior/Monk, Ragha Crann-Sleagha Captain. Ag99, Co76, SD92, Me83, Re71, St95, Qu85, Pr80, Em93, In78, Climb30, Swim30, Ride40, S/H35, Per35, Tactics 65, Staves & Wands 30, Diplomacy 20, Adrenal +35. +15 broadsword, extra cold crit; +15 composite bow 2xDamage; Greaves- no encumbrance penalty; Cuiass +15 DB, 25% chance avoid torso crits; Wand Calm II 2xday.
Daeros	10	118	Pl/18	40	Y5	A/L	120ha	55lcb	10	Dúnadan Warrior/Fighter, Captain of Cruaidh Maraich. Ag96, Co92, SD84, Me86, Re78, St96, Qu85, Pr92, Em73, In 87, Climb20, Swim15, Ride75, S/H30, Per40, Pub. Speakng 50, Tactics 40, Forage 30, Smith 45, Runes 30. +20 mithril hand ax, slays evils channelers; target shield +5DB, protects as normal shield, Plate armor +20 DB, +20 RR; Ring- Aura True 3xweek.
Khanli	9	123	Ch/15	15	N	A	115ba	65ha	15	Dwarf Warr./Fighter, Captain of the Troich-Armchleasah. Ag93, Co91, SD66, Me77, Re82, St97, Qu90, Pr80, Em68, In71, Climb45, Swim10, S/H55, Per20, Amb 6, Adrenals +30, Caving 50, Mining 40, Contortions 30, Tactics 30. +15 Battle Ax, Full Chain, -15 Encumbrance penalty, +15DB; 4 +10 Throwing axes return via levitation, Amulet- can't be surprized when underground.
Forak	9	80	Ch/13	30	N	N	95sp	75sp	20	Lesser Orc Warrior/Rogue*, Captain of Forak-Eiginn. Ag64, Co72, SD96, Me63, Re85, St98, Qu91, Pr100, Em94, In99, Climb35, Swim5, Ride15, S/H40, Per35, Seige Eng. 70, Mining 30; Trickery 30, Diplomacy 55, Pub. Speak 30. 3 +10 spears; Chain Shirt -10d; Boots-never fumble a maneuver; Knows 1 Base Essence List to 10th Level. 9PP.
MAJOR NPC'S OF OTHER AREAS										
CREB DURGA (NPC's for 13.1 Adventure)										
Ognor	10	277	RL/12	25	N	N	140ba	60ro	15	Cave Troll Warrior, Ardagor's Aide and Bodyguard. Ag83, Co79, SD91, Me55, Re29, St98, Qu76, In96, Em70, Pr39, Climb40, Swim10, S/H50, Per35, Amb7, Caving 40, Trap-Building 50, Smith 40, Adrenals +25. Battle ax +15; Belt treat skin at AT 12; Dagger +10 Detects Elves and Dunedain within 200'.
Saggo	11	304	Ch/13	15	N	N	130th	45lcb	20	Hill Troll Warrior, Leader of the Guards. Ag92, Co86, SD43, Me66, Re71, St95, Qu86, In57, Em63, Pr88, Climb30, Swim20, S/H45, Per30, Interrogate 60, Fletch 20, Tactics 20, Amb 3, Locks 15. Dwarven Two-hand Sword +20; Chain Shirt -10d; Light Crossbow +10; 1 Suranië.
Obirt	5	97	No/1	10	N	N	60da	25da	10	War Troll Animist/Healer. Ag78, Co79, SD33, Me96, Re48, St36, Qu80, In97, Em91, Pr59, Climb10, Swim5, S/H15, Per40, F. Aid 60, Act 35, An. Heal 25, Diplomacy 25, Star-Gaze 35. Ring 2xPP, Dagger +15 extra slash crit. Knows all Base Lists to 5th Level. 20PP
Agin	7	206	RL/11	30	N	N	126sp	80thrsp	30	Hill Troll Scout/Thief, Chief Scout. Ag97, Co70, SD92, Me65, Re62, St75, Qu88, In53, Em79, Pr90, Climb45, Swim30, S/H60, Per25, Track 45, Amb 6, Traps 35, Navigate 40, Tumble 60, Trick 30. Spear +15; Spear +10; Linen Vest-20d +10 Stalk/Hide; Amulet Invisibility III 1xday.
LOND DAER (NPC's for 13.3 Adventure)										
Akbulkalthir	15	120	No/1	60	Y	Y	144bs	na	75	Greater Ghost (Once Númenórean warrior). Stats NA, Drains 5 cp per round from all within 25' radius, Shriek: all within hearing must save vs Fear, -30 RR; still wields his +30 magic broadsword.
Nurga	20	250	No/3	75	N	N	156LCI(4x)	—	40	Greater Wererat (Once Beffraen Animist). Stats NA, If a Claw attack crits, the Nurga can follow with a 160 LBi. The Bite will infect the victim with the curse (45%). All hit must save against infection (90%), tetanus (60%), and plague (30%). Superlarge Crits, Immune to stun results. The Nurga is in the early, highly variable stage of the disease. Its ability to act intelligently, and its capabilities may be modified to reflect this.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ 2ndary OB	Mov M OB	Notes
Sereccan	12	88	SL/8	30	N	N	114sp	88sl	45	Beffraen Ranger. A local Chief. Ag78, Co90, SD93, Me56, Re86, St92, Qu67, In89, Em49, Pr99, Climb45, Swim40, S/H60, Per55, Forage 45, Track 55, Trade 50, Traps 35, Act 35, Pub. Speak 45. Spear +15 Slays Men and Orcs, Sling +10 Double range, Heavy Hides +15DB. Knows 4 Ranger and 4 Base Lists to 10th Lvl. 12PP
Algen	8	123	RL/9	15	N	N	102pa	86lb	25	Eriadoran Warrior. A Barge Captain Ag77, Co81, SD78, Me60, Re80, St94, Qu76, In99, Em90, Pr74, Climb20, Swim40, Ride10, S/H25, Per40, Sail 65, Row 80, Navigate 50, StarGaze 30, Trade 45. Boarding Pike +15; Long Bow +15; Leather Cuirass +10DB; Ring of Detecting Mudbanks.
BARAD GIRITHLIN (NPC's for 13.4 Adventure)										
Roensen	7	87	Ch/14	10	Y5	A/L	77ss	45hcb	-10	Targil Scout/Rogue. Castelan of Barad Girithlin. Ag65, Co71, SD90, Me92, Re84, St54, Qu78, In82, Em86, Pr93, Climb15, Swim5, Ride30, S/H20, Per25, Diplomacy 40, Forgery 45, Heraldry 40, Cook 35, Act 35. Swortsword +15 extra elec. crit 1xday, Chain Shirt and Greaves +5DB.
Imrahad	9	130	Ch/14	20	Y10	A	112bs	65hcb	5	Dúnadan Warr./Fgt. Captain of the Guard of B. Girithlin. Ag87, Co77, SD66, Me66, Re88, St96, Qu91, In73, Em80, Pr59, Climb30, Swim20, Ride40, S/H30, Per20, Act20, Navigate30, Heraldry30, Reverse Stroke60. Broad Sword +20M; Arm Greaves +10DB, 70% avoid arm Crits; Helm of Nightvision.
Edallaigh	3	40	SL/5	10	N	N	55da	25da	20	Dunnish Scout/Rogue. Head Cook. Ag91, Co71, SD88, Me94, Re68, St76, Qu61, In84, Em79, Pr34, Climb10, Swim10, Ride10, S/H15, Per15, Cook75, Tumble20, Herbs20, Stone Carve10. Dagger +10.
Riadeegha	4	46	No/1	20	N	N	40cl	—	35	Dunnish Scout/Rogue. Roensen's mistress. Ag97, Co52, SD48, Me67, Re77, St38, Qu92, In77, Em90, Pr91, Climb15, Swim20, Ride5, S/H25, Per5, Seduce40, Embroidery30, Med10.
Esseu	6	80	SL/5	25	N	N	75mg	65ls	30	Easterling Scout/Thief. Assassin Leader. Ag90, Co72, SD65, Me62, Re81, St96, Qu77, In86, Em46, Pr55, Climb40, Swim10, Ride5, S/H50, Per35, Falsify20, Ambush12, Traps30, Locks35, Trap Build.20. Maine Gauche +15; Rope +10; Leather Vest +10 DB; Lock Kit +5.
Thergor	4	63	Ch/13	10	N	N	60ss	45sb	10	Half-orc Warrior/Rogue. Assassin. Ag80, Co99, SD30, Me38, Re44, St94, Qu55, In70, Em23, Pr92, Climb25, Swim10, Ride5, S/H30, Per10, Poison15, Acrobatics20, F.Aid20, Ambush 4. Short Sword +10; 3 doses of Sharkasar; Chain Shirt -10 Encumbrance penalty; Short Bow +5.
Mino	4	54	No/1	15	N	N	70ha	-10sb	10	Urban Man Warrior/Fighter. Assassin. Ag97, Co53, SD37, Me66, Re80, St88, Qu75, In61, Em72, Pr26, Climb15, Swim25, Ride20, S/H20, Per5, Trickery40, Ambush 3, Track30. Uses another hand ax in left hand +40. 2 Hand Axs +10.
Zarby	3	44	No/1	5	N	N	30sp	75cb	15	Urban Man Scout/Thief. Assassin. Ag98, Co80, SD47, Me70, Re30, St63, Qu78, In59, Em78, Pr44, Climb15, Swim5, Ride15, S/H30, Per10, Fletch40, Ambush2, Adrenals +30, Tumble30. Composite Bow +10; 12 arrows poisoned with Sharkasar; Earring 10% chance avoid head crits.
Barendil	5	64	RL/9	20	Y15	N	80sc	25sb	10	Dunedain Warrior/Fighter. Echorion's Squire. Ag83, Co75, SD67, Me80, Re82, St96, Qu93, In65, Em70, Pr84, Climb5, Swim10, Ride40, S/H10, Per10, Diplomacy20, Lore25, Tactics20, Ambush 3. Scimitar +15M; Wall Shield +15 DB; 6 Mirennas berries; Leather Breastplate +10 DB.
ARGOND (NPC's for 13.2 Adventure)										
Llewi	6	75	PI/19	5	N	N	85pa	30da	-20	Dunnish Warrior/Fighter. Feotar's Bodyguard. Ag68, Co57, SD85, Me45, Re52, St96, Qu74, In60, Em80, Pr33, Climb10, Swim30, Ride20, S/H15, Per20, Ambush 5, F. Aid 0, Herbs30, Track40. Man-catcher +10M; Half Plate +10 DB; 2 Mirennas berries.
Ogar	5	68	SL/7	20	Y10	N	75bs	45da	10	Northron Warrior/Fighter. Feotar's Bodyguard. Ag88, Co77, SD78, Me63, Re64, St95, Qu91, In54, Em65, Pr79, Climb20, Swim5, Ride45, S/H25, Per25, Trade30, Trickery25, Falsify30, Seduction30. Broadsword +10M, extra Slash Critical; Leather Coat +10 DB; Full Shield +10 DB.
Murryelle	8	97	No/1	10	N	N	92ra	50da	40	Rural Woman Scout/Thief. Finduilas' Bodyguard. Ag81, Co88, SD76, Me91, Re58, St95, Qu91, In34, Em73, Pr80, Climb25, Swim5, Ride30, S/H40, Per25, Ambush 6, Acrobatics50, Tumble30, Navigate25. Rapier +15M, extra electric 2xday.
Ilran	7	80	Ch/16	15	Y	A/L	82ma	40ma	-10	Targil Warrior/Fighter. Captain of the Guard. Ag51, Co89, SD83, Me77, Re72, St92, Qu80, In93, Em64, Pr84, Climb5, Swim15, Ride30, S/H25, Per30, Smith60, Star Gaze20, Ambush 2, Adrenals +35. Mace +20; Mace +10M; Full Chain +10 DB.
THALION (NPC's for 13.5 Adventure)										
Walec	5	106	SL/6	5	N	N	77cl	40sb	10	Urban Man Warrior/Fighter. Bandit Leader.
Eben	4	54	No/4	20	Y	N	52ss	35sb	10	Urban Man Scout/Rogue. Merchant.
Ragi	2	36	No/1	10	Y	N	30ha	20ha	20	Dunnish Scout/Thief. Eben's servant.
Ionel	4	28	No/2	15	N	N	25da	—	15	Targil Bard/Bard. Resident Scholar.
Padderec	2	30	No/1	5	Y	N	40da	10da	5	Urban Man Bard/Bard. Resident Scholar.
Edrec	3	41	SL/8	15	Y	N	60sp	35sp	25	Rural Man Ranger/Ranger. Bandit.
Intorin	3	46	Ch/13	5	Y	N	55sc	30da	15	Targil Warrior/Fighter. Bandit.
Eliver	2	36	No/4	10	N	N	45th	30lcb	10	Rural Man Ranger/Ranger. Bandit.
Domar	2	28	No/1	15	N	N	40pa	25sl	10	Urban Man Scout/Rogue. Bandit.
Hurin	2	29	RL/10	10	Y5	N	40ms	30sb	-20	Urban Man Warrior/Fighter. Bandit.
Halbered	2	21	No/2	15	N	N	20da	—	25	Rural Man Animist/Evil Cleric. Bandit.
Pinto	2	26	PI/17	10	Y	N	45ss	35cb	15	Urban Man Bard/Evil Mentalist. Bandit.

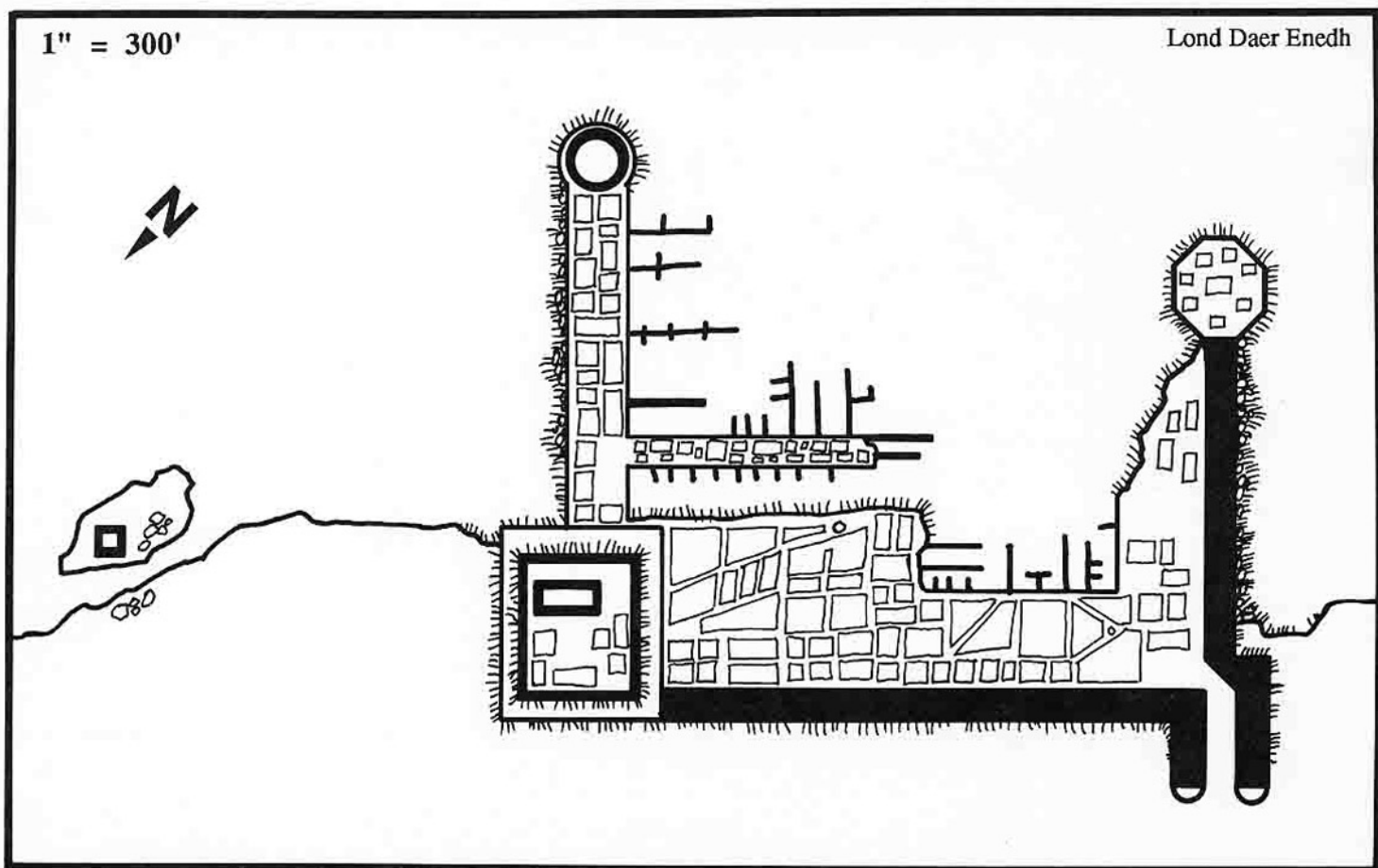
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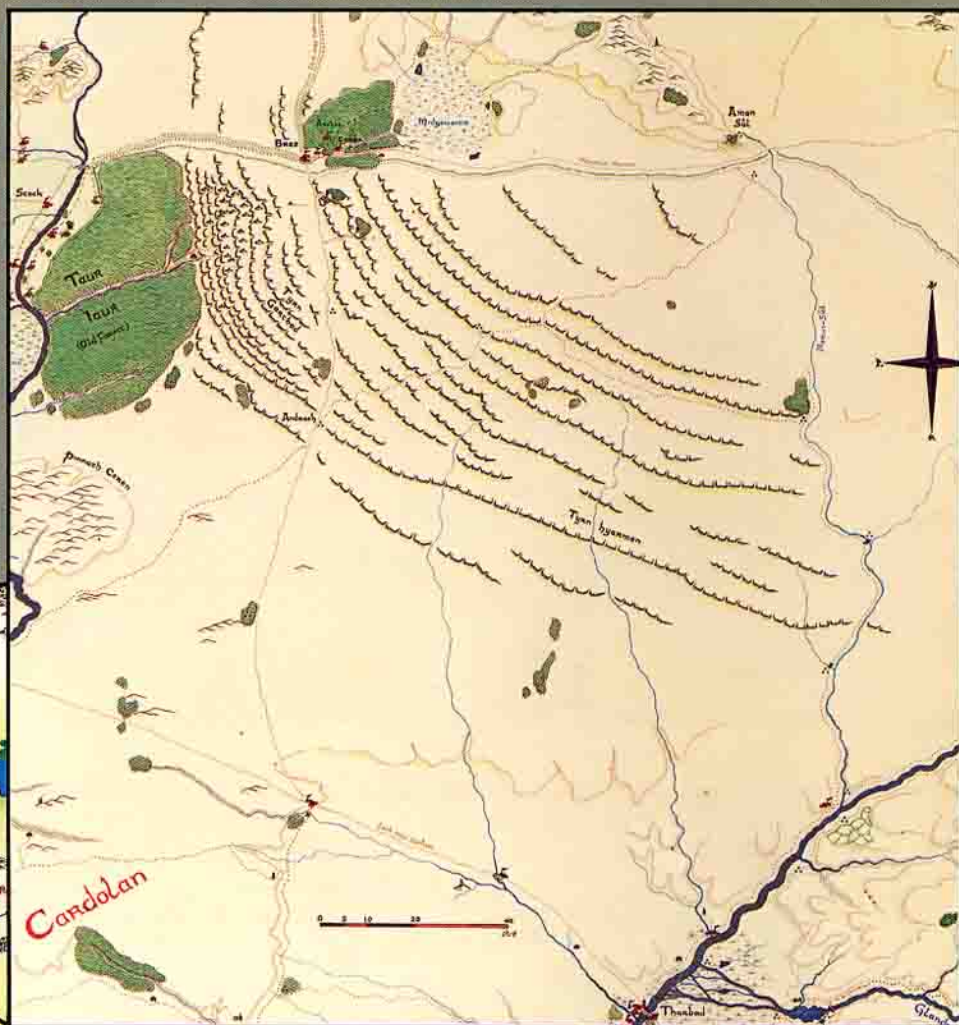
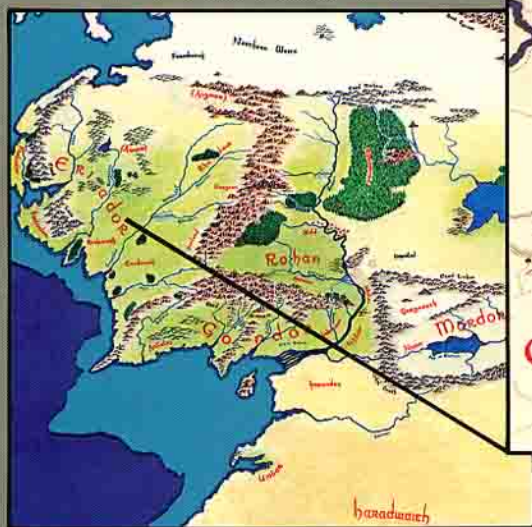
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